100% OFFICIAL CONTENT

Dungeons & Dragons

THE AGE OF WORMS REVEALED!

EMBARK UPON THE NEW ADVENTURE PATH

DUNGEON

ISSUE 125 · AUGUST 2005

CLAIM THE BLADES OF THE GITHYANKI

paizo publishing

0 74808 01825 3 08

ALL-NEW DUNGEONS & DRAGONS ADVENTURES FROM:

MIKE MEARLS ANDY COLLINS JAMES WYATT TIM HITCHCOCK

MONTE COOK'S DUNGEONCRAFT DOWNER MT. ZOGON

FIRE EMBLEM
THE SACRED STONES

Centuries of peace is eclipsed by war as an age-old trust is betrayed. Uncover the dark secrets that turned allies into enemies as you fight to free your kingdom. Evolve your armies as you plot a master strategy in Fire Emblem: The Sacred Stones. Only for Game Boy Advance.

EVERYONE
E
CONTENT RATED BY ESRB

Fantasy Violenc

© 2004-2005 Nintendo/INTELLIGENT SYSTEMS. TM, ® and the Game Boy Advance logo are trademarks of Nintendo. © 2005 Nintendo.

You Are One of Us Now

the CAMARILLA

In this World of Darkness, will you be predator or prey?

Will you remain hidden or join the Danse Macabre?

Don't be left alone in the night....

White Wolf invites you to join The Camarilla, its worldwide fan club for the World of Darkness. Thousands of players and Storytellers are out there waiting for you.

- Play Vampire: The Requiem, Werewolf: The Forsaken and other World of Darkness tabletop games with fans across the world.
- Join a fully integrated global live-action chronicle.
- Participate in exclusive events and previews.
- Get special prizes and other benefits.
- Make friends all over the world.

Free Trial Membership Available for a Limited Time!

For full details:
http://camarilla.white-wolf.com/

Details of trial membership program on webpage. Offer subject to cancellation without warning. Standard membership price is $20.00 US per year. White Wolf, World of Darkness and Vampire are registered trademarks of White Wolf Publishing, Inc. Vampire the Requiem, Werewolf the Forsaken and The Camarilla are trademarks of White Wolf Publishing, Inc. All rights reserved.

ISSUE #125 AUGUST 2005 VOLUME 19, NO 8

DUNGEON

paizo.com/dungeon

Publisher: Keith Strohm
Editor-in-Chief: Erik Mona
Art Director: Sean Glenn
Managing Editor: James Jacobs
Associate Art Director: Mike Schley
Graphic Designer: Sarah Robinson
Editorial Assistant: Jeremy Walker
Editorial Intern: James Sutter
Advertising Sales Director: Joshua J. Frost
Production Director: Jeff Alvarez
Prepress Manager: Kelly O'Brien
Circulation Manager: Pierce Watters
For Wizards of the Coast: Rich Redman and Ed Stark

CONTRIBUTING ARTISTS
Joachim Barrum, Peter Bergting, Darlene, Eric Deschamps, Jason Engle, John Gallagher, Kyle Hunter, Robert Lazzaretti, Howard Lyon, Tony Moseley, Ramón Pérez, Steve Prescott, Stan Shaw, Eva Widermann

CONTRIBUTING AUTHORS
Russell Brown, Andy Collins, Matthew Goodall, Tim Hitchcock, Mike Mearls, F. Wesley Schneider, James Wyatt

PAIZO PUBLISHING, LLC
2700 Richards Road, Suite 201
Bellevue, WA 98005-4200

Chief Executive Officer: Lisa Stevens
Chief Operating Officer: Keith Strohm
Corporate Accountant: Dave Erickson
Technical Director: Vic Wertz
Director of Operations: Jeff Alvarez
Webmaster: Robert Head

Dungeon August 2005, Volume 19, Number 7 (ISSN# 0890-7102/ USPS 0002-005) is published monthly by Paizo Publishing, LLC, 2700 Richards Road, Suite 201, Bellevue, WA 98005-4200, United States of America. Periodicals Postage Paid at Bellevue, WA 98009-9998 and at additional mailing offices. POSTMASTER: Please send address changes to Dungeon, Paizo Publishing LLC, 2700 Richards Road, Suite 201, Bellevue, WA 98005-4200.

No part of this magazine may be reproduced (except for review purposes) without the prior written consent of the publisher. Material published herein does not necessarily reflect the opinions of Paizo Publishing, LLC, its employees, or its editorial staff, who are not liable for opinions expressed herein. Most product names are trademarks owned by the companies that publish those products. Use of the name of any product without mention of trademark status should not be construed as a challenge to such status. Trademarks related to the Dungeons & Dragons brand, including Dragon, Dungeon, and D&D are trademarks of Wizards of the Coast, Inc. and are used under license from Wizards of the Coast, Inc., a division of Hasbro, Inc.

POSTMASTER: SEND ADDRESS CHANGES TO
Paizo Publishing, 2700 Richards Road, Suite 201, Bellevue, WA 98005-4200.

©2005 Wizards of the Coast, Inc.

BACK ISSUES: paizo.com or call 425-289-0060

SUBSCRIPTIONS/CHANGE OF ADDRESS: Contact Paizo Publishing at subscriptions@paizo.com or call 425-289-0060.

Although we accept subscriptions to prison addresses, delivery is subject to the discretion and/or whim of prison personnel. If you have not received a magazine or premium, please consult with your Mail Room authorities. This publisher is not responsible for non-delivery.

ADVERTISING: Contact Dungeon's Advertising Director, Josh Frost, at (425) 289-1345. All ads are subject to approval by Paizo Publishing, LLC, which reserves the right to reject any ad for any reason. Advertisers and/or agencies of advertisers agree not to hold Paizo Publishing, LLC liable for any loss or expense from alleged wrongdoing that may arise out of the publication of such advertisements.

DISTRIBUTION: National and international distribution is provided by Curtis Circulation Company, 730 River Road, New Milford, NJ 07646. Tel: (201) 634-7400. Fax: (201) 634-7499.

OPEN GAME CONTENT: Unless otherwise noted, this Paizo Publishing, LLC product contains no Open Game Content. No portion of this work may be reproduced in any form without permission. To learn more about the Open Gaming License and the d20 System License, please visit wizards.com/d20.

Printed in the U.S.A.

AGE OF WORMS ADVENTURE PATH

16 THE THREE FACES OF EVIL
by Mike Mearls
Clues discovered in Diamond Lake lead to the Dark Cathedral, a forlorn chamber hidden below a local mine. There the PCs battle the machinations of the Ebon Triad, a cult dedicated to the three vile gods. What does the Ebon Triad know about the Age of Worms, and why are they so desperate to get it started? An Age of Worms Adventure Path scenario for 3rd-level characters.

ADVENTURES

48 PIT OF THE FIRE LORD
by Andy Collins and James Wyatt
A madman hidden deep below Sharn plans to tear open a portal to the Sea of Fire. Can a band of heroes reach him in time to save the city from conflagration? "Pit of the Fire Lord" is part three of the three-part Shards of Eberron Campaign Arc. An Eberron adventure for 8th-level characters.

60 SEEKERS OF THE SILVER FORGE
by Tim Hitchcock
Strange catches have long plagued fishermen's nets—but none so strange as rotting fish that twitch and gasp for days after they are taken from the water, or a gilled githyanki's severed head found in a shark's belly. Do these briny omens lend credence to rumors of a sunken githyanki city caught in a necromantic civil war? Find out in this D&D adventure for 15th-level characters.

ON THE COVER

Artist Howard Lyon brings us a tense confrontation between a githyanki warrior and the newest addition to our favorite party of adventurers—a female tiefling fighter. Check out page 106 for a full-page reproduction of this stunning cover.

CARTOONS

59 The Portent
82 Mt. Zogon
104 Downer

COLUMNS

10 Editorial
12 Prison Mail
84 Gamer Guide
94 Dungeoncraft

CAMPAIGN WORKBOOK

98 The Cast
100 The Dungeon
102 The Journey

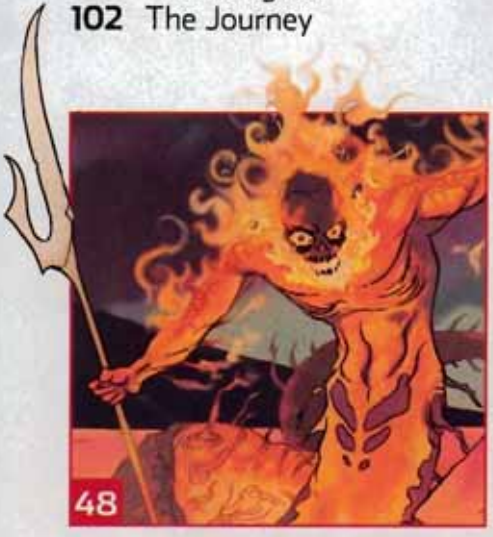
When beholding the tranquil beauty and brilliancy of the ocean's skin, one forgets the tiger heart that pants beneath it; and would not willingly remember, that this velvet paw but conceals a remorseless fang.

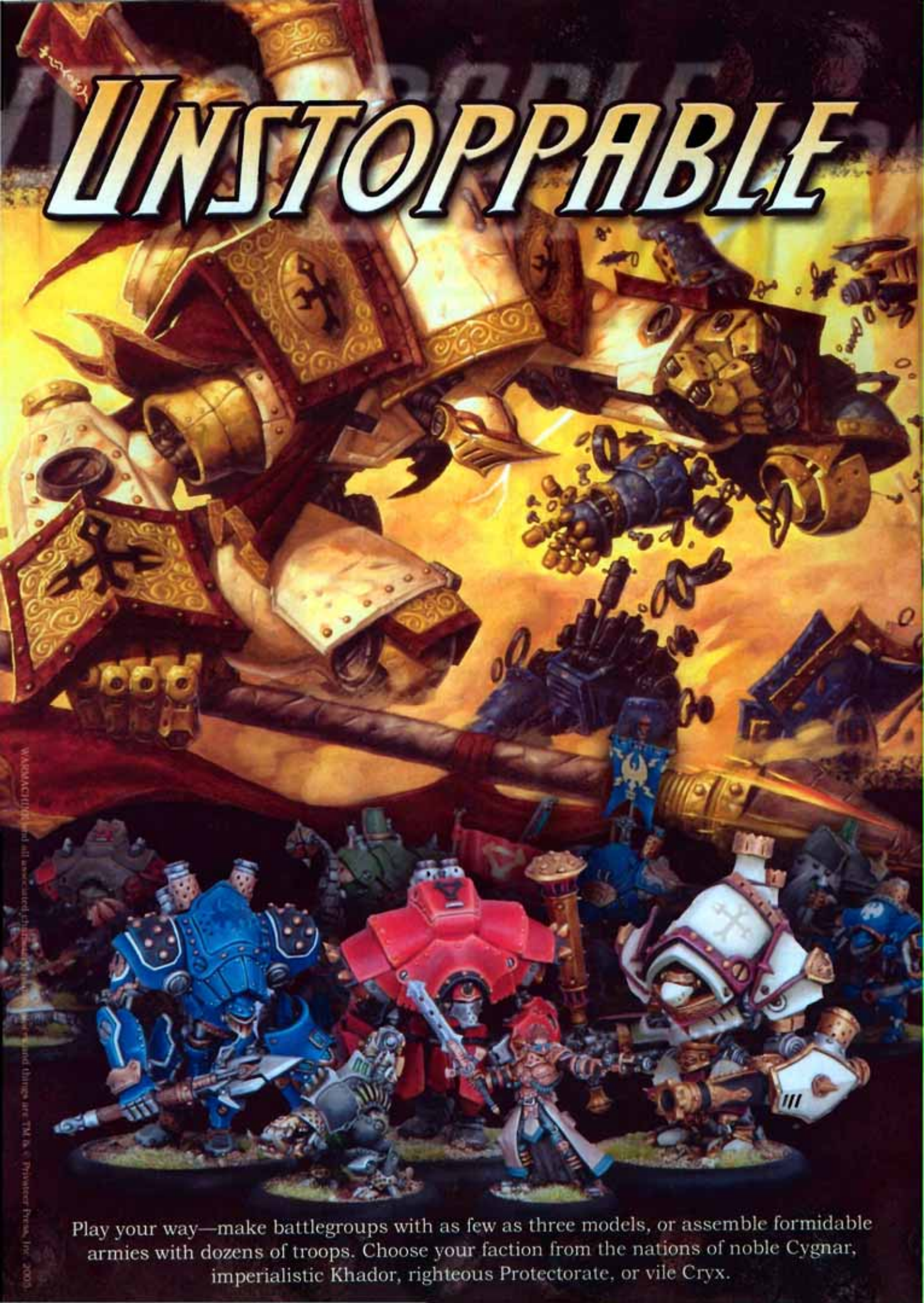
Herman Melville
Moby Dick

DUNGEON ADVENTURE PLAYER REWARDS!

Take advantage of the RPGA'S Player Rewards program by scoring points with the adventures from this issue of *Dungeon*! Each adventure is worth 2 D&D Player Rewards points, and remains active until 9/28/05.

Drop by www.rpga.com for more details, and use the following adventure codes:
The Three Faces of Evil (125TF1DN)
Pit of the Fire Lord (125FL1DN)
Seekers of the Silver Flame (125SF1DN)





Play your way—make battlegroups with as few as three models, or assemble formidable armies with dozens of troops. Choose your faction from the nations of noble Cygnar, imperialistic Khador, righteous Protectorate, or vile Cryx.

Take control of your army of WARJACKS—ash spewing, steam belching iron giants of destruction!

Commanded by your spell slinging warrior-general, the warcaster, the forces of WARMACHINE set the battlefield ablaze with an arsenal of arcane magics and deadly burning lead.

Victory favors the bold!

SO PLAY LIKE YOU'VE GOT A PAIR.

Winner of three Origins awards including Best Fantasy Miniatures Rules, Best Fantasy Miniatures Series and the Gamers Choice Miniatures Award.

WARMACHINE™

Take your battles to the next level with the WARMACHINE: Prime rulebook. It includes everything you need to command a legion of troops as well as in-depth world background and a modeling guide from the world's top modelers.

Get started fast with only a Battlebox. Each box contains a fully playable and balanced battlegroup and the rules you need to face off against your opponent.

Ask your retailer for a WARMACHINE Battlebox today.

PRIVATEER PRESS

Check out www.privateerpress.com for more information and to find out why thousands of WARMACHINE fans have made it an *UNSTOPPABLE* force in the industry.

REAPER MINIATURES REAPER MINIATURES RE

AL - **Nord's Games** - 2000 Riverchase Galleria - Hoover, AL 35244 - Nords-games.com - **(205) 988-4263**

AZ - **Game Depot** - 3136 S. McClintock, Suite #11 - Tempe, AZ 85282 - "Voted Arizona's Best Game Store" - **(480) 966-4727**

CA - **Brookhurst Hobbies** - 1218 Brookhurst - Garden Grove, CA 92640 - Brookhursthobbies.com - **(714) 636-3580**

CA - **The War House** - 830 West Willow Street - Long Beach, CA 90806 - Warhouse.hypermart.net - **(562) 424-3180**

CA - **Adventurer's Guild of Riverside** - 3468 Madison Street - Riverside, CA 92506 - (909) 509-6663 Fax - **(909) 509-6610**

CA - **Black Diamond Games** - 2989 N. Main Street - Walnut Creek, CA 94596 - Blackdiamondgames.com - **(925) 947-0608**

CO - **Attactix** - 15107 E. Hampden - Aurora, CO 80014 - Attactix.com - **(303) 690-3349**

CO - **Complete Games & Hobbies** - 326 N Tejon - Colorado Springs, CO 80903 - Gamesandhobbies.com - **(719) 473-1118**

CO - **Lance Laser & Rail LTD** - 1585 Quail St Suite 15 - Lakewood, CO 80215 - **(303) 233-1256**

CO - **Collector Mania** - 17892 Cottonwood - Parker, CO 80134 - Collectormaniacs.com - **(303) 766-3530**

FL - **Book & Game Emp.** - 311 NW Racetrack Road - Fort Walton Beach, FL 32547 - **Bookandgame.net - (850) 863-7964**

FL - **Boarderlands Comics & Games** - 10230-11 Atlantic Blvd. - Jacksonville, FL 32225 - Fax (904) 805-9522 - **(904) 720-0774**

FL - **War Dogs Game Center** - 2580 Atlantic Blvd - Jacksonville, FL 32207 - **(904) 398-1978**

FL - **Sunshine Roleplayers** - 7921 Bird Rd # 44 - Miami, FL 33155

GA - **Tyche's Games** - 1056 S. Lumpkin Street - Athens, GA 30605 - Tychesgames.com - **(706) 354-4600**

GA - **The War Room** - 2055 F Beaver Run Rd - Norcross, GA 30093 - Thewarroom.com - **(770) 729-9588**

IA - **Acme Comics & Collectibles** - 1622 Pierce Street - Sioux City, IA 51105 - Aacom@pionet.net - **(712) 258-6171**

ID - **Dark Horse Games** - 2226 W. Main Street - Boise, ID 83702 - **(208) 343-5827**

IL - **Castle PerSous Games** - 715 S. University Ave, Suite 203 - Carbondale, IL 62901 - Members.aol.com/**csedep** - **(800) 287-2180**

IL - **Dragon's Sanctum** - 3215 Avenue of the Cities - Moline, IL 61265 - **(309) 762-5577**

IL - **Games Plus** - 101 West Prospect Ave. - Mt. Prospect, IL 60056 - Games-plus.com - **(847) 577-9656**

IN - **Comic Quest** - 2260 Morgan Avenue - Evansville, IN 47711 - Comicquest.com - **(812) 474-1017**

KS - **Table Top Game & Hobby** - 7787 Quivera Road - Lenexa, KS 66216 - (913) 962-Game Fax - **(913) 962-4263**

MD - **Walt's Cards** - 7620 German Hill Rd - Baltimore, MD 21222 - **(410) 288-7044**

MD - **Games & Comics & Stuff** - 7452 Baltimore Annapolis - Glen Burnie, MD 21061 - Gamescomicsstuff.com - **(410) 863-7418**

MI - **Underworld Comics & Games** - 1214 S. University - Ann Arbor, MI 48104 - Underworldcomics.com - **(734) 998-0547**

MI - **Hero Quest Comics & Games** - 2608 East Grand River Ave - Howell, MI 48843 - Hero_quest@msn.com - **(517) 540-8790**

MI - **Old Guard Hobbies** - 35806 Van Dyke - Sterling Heights, MI 48312 - Oldguardhobbies.com - **(586) 977-3969**

MI - **Phoenix Rising Hobbies & Games** - 377 Highland Rd - Waterford, MI 48328 - Prhobbies.com - **(248) 674-8229**

MN - **Dreamers Cards** - 3008 Texas Avenue South - St. Louis Park, MN 55426 - Nggnet.com/Dreams - **(952) 938-8163**

MO - **Valhalla's Gate** - 901 E. Nifong Blvd Ste B - Columbia, MO. 65201 - Valhallasgate.com - **(573) 442-8909**

MO - **Underground Games** - 1755 Smizer Station Rd - Fenton, MO. 63026 - Undergroundgames.net - **(636) 529-7900**

MO - **Changing Hands Book Shop** - 528 S. Virginia Ave - Joplin, MO. 64801 - Greyfox@spa.net - **(417) 623-6689**

MO - **Gamer's Den** - 550 East 5th Street - Washington, MO 63090 - gamersdenonline.com - **(636) 239-6429**

NC - **Fallen Orc Games** - 114 Kilmayne Dr - Cary, NC 27511 - Fallenorcgames.com - **(919) 388-8799**

NJ - **Caught YOU Looking!** - 1234 Anywhere - Lewisville, NJ 76210 - Reapermini.com - **(940) 484-6464**

NJ - **Fantasci-The Game Shop** - 297 Rte 72, Stafford Sq Mall - Manahawkin, NJ 08050 - Fantasci.com - **(609) 978-4056**

NJ - **Caught YOU Looking!** - 1234 Anywhere - Lewisville, NJ 76210 - Reapermini.com - **(940) 484-6464**

NJ - **Caught You Looking!** - Your Address - Your City, NJ 08533 - Reapergames.com - **(940) 484-6464**

NJ - **Caught YOU Looking!** - 1234 Anywhere - Lewisville, NJ 76210 - Reapermini.com - **(940) 484-6464**

NM - **Active Imagination** - 11200 Montgomery # 10 - Albuquerque, NM 87111 - **(505) 346-2232**

NY - **Zombie Planet** - 1238 Central Avenue - Albany, NY 12205 - Edenstudios.net/zombieplanet - **(518) 438-7202**

NY - **Absand Toy Solder Plus** - 848 Long Island Ave - Deer Park, NY 11729 - Absandmdsweo.com - **(631) 254-2650**

NY - **Monkey Head Games** - 1244 Route 25 - Selden, NY 11784 - Monkeyheadgames.com - **(631) 451-7000**

NY - **Caught YOU Looking!** - 1234 Anywhere - Lewisville, NY 76210 - Reapermini.com - **(940) 484-6464**

OH - **Nord's Games** - 9501 Colerain Avenue - Cincinnati, OH 45251 - Nords-games.com - **(513) 923-4263**

OH - **Ivory Tower Games** - 21 N. Mechanic St - Lebanon, OH 45036 - **(513) 228-2640**

OH - **Caught You Looking!** - 1234 Anywhere - Lewisville, OH 76210 - Reapermini.com - **(940) 484-6464**

OR - **Rainy Day Games** - 18105 SW TV Highway - Aloha, OR 97006 - Rainy-day-games.com - **(503) 642-4100**

PA - **Gateway Games** - 930 W. Erie Plaza - Erie, PA 16505 - **(814) 874-3772**

PA - **Caught You Looking!** - Your Address - Your City, PA 16505 - Reapergames.com - **(940) 484-6464**

PA - **The Comic Store** - 28 McGowen Ave - Lancaster, PA 17602 - **(717) 397-8737**

PA - **Pastimes on the Square** - 1 East Main - Palmyra, PA 17078 - Pastimes.biz - **(717) 838-9502**

PA - **Comic Store West** - Maple-Village II, 964 Loucks Road - York, PA 17404 - Comicstorewest.com - **(717) 845-9198**

PA - **Caught You Looking!** - Your Address - Your City, PA 17404 - Reapermini.com - **(940) 484-6464**

SC - **Borderlands** - 1434 Laurens Road, Greenville, SC 29607 - **(864) 235-3488**

TN - **Games Plus** - 107 East Main Street, Gallatin, TN 37066 - Gamesplus.org - **(615) 451-7715**

TN - **Caught You Looking!** - Your Address, Your City, TN 37066 - Reapergames.com - **(940) 484-6464**

TN - **The Game Keep** - 3562 Lebanon Pike - Hermitage, TN 37076 - Thegamekeep.com - **(615) 883-4800**

TN - **Nords Games** - Johnson City Mall, 2011 N. Roan Street - Johnson City, TN 37601 - **(423) 915-1005**

TX - **Dibble's Hobbies** - 1029 Donaldson Ave - San Antonio, TX 78228 - Dibbles@satx.net - **(210) 735-7721**

UT - **Hastur Games & Hobbies** - 6831 S. State ST- Midvale, UT 84047 - (877) Hasturhobbies.com - **(801) 352-2805**

WI - **Chimera Hobby Shop** - 700 West Wisconsin Avenue - Appleton, WI 54914 - Chimerahobby.com - **(920) 735-1201**

WI - **Chimera Hobby Shop** - 347 West Division Street - Fond Du Lac, WI 54935 - Chimerahobby.com - **(920) 922-6338**

WI - **Gnome Games** - 1935 Main Street - Green Bay, WI 54302 - Gnomegames.com - **(920) 391-4266**

WI - **Game Universe** - 4631 South 108th St - Greenfield, WI 53228 - Game-universe.com - **(414) 427-8600**

CANADA

QB - **Le Valet D'Coeur** - 4408 St. Dennis - Montreal, QB H2J 2L1 - **(514) 499-0133**

Please visit these fine retailers to get your REAPER fix!

MASTER SERIES PAINTS

P.O. Box 293175 - Lewisville, TX 75029-3175
(940) 484-6464 - Fax (940) 484-0096
Reapermini.com ReaperGames.com

PRO PAINTS

REAPER MINIATURES REAPER MINIATURES REAPER MINIATURES

REAPER MINIATURES REAPER MINIATURES REAPER MINIATURES

ER MINIATURES REAPER MINIATURES REAPER
SHIPPING MAY 2005 - SHIPPING MAY 2005 - SHIPPING MAY 2005
WARLORD
Legend of the Five Rings
AEG
14183: Aysa Female Ghost
14180: Tharian Vampire Bloodmage
4439: Void Guard
4440: Unicorn clan Warrior
DARK HEAVEN LEGENDS
4441:Wolf Clan Infantry
2934: Wood Elf King
2933: Talanka, Ogre Shaman
2932: Goblin Barbarian
4442: Lion Clan Samurai
2941: Ghouls and Ghast
2940: Neanderthal Champion
4443: Wolf Clan Warrior
REAPER MINIATURES REAPER
ER MINIATURES REAPER MINIATURES REAPER

IT'S OUT OF CONTROL!

Well, we're one issue into the Age of Worms Adventure Path, and already the series has taken on a life of its own. Features we intended to run in the magazine now look like they won't fit, as author after author blows way past their word count, piling awesome idea upon awesome idea to deliver what is essentially an unrejectable manuscript. Faced with the difficult prospect of having to cut 5,000 words from an adventure when every part is a favorite part, I've decided to do what I believe every DUNGEON editor should do: always err on the side of a good adventure.

But what do we do with all that extra stuff? The encounter tables, the stat blocks (50 of them!), the concept sketches, and more? Why, we'll give it away for free, of course.

Drop by the DUNGEON section of paizo.com today to download *Age of Worms Overload*, a free PDF compilation of supplementary material to help Age of Worms Dungeon Masters get the most out of their campaign. The file contains:

- **Campaign Overview:** A complete campaign outline reveals plot summaries of all twelve adventures and highlights important subplots and major villains.
- **Denizens of Diamond Lake:** Fifty stat blocks provide a wide cross-section of Diamond Lake's populace. From Allustan to Shag Solomon, you'll have an entire community at your fingertips.
- **Encounter Tables:** From the Cairn Hills to the gambling alcoves of Lazare's House, these charts and lists help you manage challenging "off the script" moments.
- **Diamond Lake's Hinterlands:** Learn the secrets of the Twilight Monastery and the Bronzewood Lodge and marvel at the mysteries of the Cult of the Green Lady in this tour of the wild regions surrounding the PCs' home base.
- **Rumors:** Keep your players intrigued in their community with this handy list of true and false scuttlebutt from the degenerate grapevine of Diamond Lake.
- **Cool Concept Sketches:** To top off all this cool stuff, we're also including a ton of incredible concept sketches from artist John Gallagher that are guaranteed to light the imagination of even the most jaded DM. Some of these images offer peeks at set pieces and characters from upcoming Age of Worms adventures.
- **Conversion Appendices:** Complete EBERRON and FORGOTTEN REALMS conversion appendices for "The Whispering Cairn" and "The Three Faces of Evil," as well as general notes on how to convert the campaign as a whole to EBERRON (by Keith Baker) and the FORGOTTEN REALMS (by Eric L. Boyd).

The New Stat Block

In our rush to finish up last month's oversized inaugural Age of Worms edition, we forgot to mention the debut of a completely new statistics block. The new format comes from the fine folks at Wizards of the Coast, where it first appears in the new *DUNGEON MASTER'S Guide II*, written by (among others) Paizo alums Jesse Decker and Chris Thomasson, as well as our very own Managing Editor James Jacobs.

The new stat block is designed for ease of use, grouping "like" information together and putting the most important information at the top. After using it in play, I have to say I'm a fan of the new format, but I'm interested in what you think of it. Drop us a line at dungeon@paizo.com and let us know your take.

The Shackled City Hardcover

I'd be remiss if I closed without mentioning Paizo's brand new *DUNGEON Classics: The Shackled City Adventure Path* hardcover, a 420-page full-color compilation of the twelve-adventure campaign that started a DUNGEON tradition. The book includes a never-before-published "lost" chapter by Christopher Perkins, original bridging material by James Jacobs, new art from Attila Adorjany, Chris Stevens, and Jeff Carlisle, and new cartography from Christopher West, as well as a huge poster map of the city of Cauldron. Did I mention the 24-page removable map booklet? *The Shackled City Adventure Path* has a retail price of $59.95, and is available now from your local game retailer or online at paizo.com.

Enough shilling! On with the adventures!

ERIK

Erik Mona
Editor-in-Chief
erikm@paizo.com

GOIN' POSTAL
RSI P.B.M.
"FE-MAIL TALK"
OR DOES HE HAVE A RING?
I THINK HE HAS A RING, BUT I DON'T KNOW IF I SHOULD GO THROUGH HIS STUFF...
OF COURSE YOU SHOULD! YOU NEED TO KNOW WHAT HIS PLANS ARE.
BUT THAT'S NOT FAIR TO HIM. IF HE HAS A RING, I'LL FIND OUT WHEN IT HAPPENS, RIGHT?
DON'T YOU WANT TO KNOW NOW?
HMMM...
HE'S PROBABLY GOING TO CONVERT BALDUR'S GATE TO ORCS & THEN IF I CAN TAKE IT, I CAN'T MUSTER.
HUH?! WHAT IN THE WORLD ARE YOU TALKING ABOUT?!
FORGOTTEN REALMS
FORGOTTEN REALMS...
WHERE YOUR RING CAN CHANGE AN ENTIRE COMMUNITY, NOT JUST ONE MAN!
FREE SET-UP & RULES!
HYBORIAN WAR
DUEL II

REALITY SIMULATIONS
P.O. BOX 22400 TEMPE, AZ 85285
E-MAIL RSI@REALITY.COM
(480) 967-7979 * FAX (480) 894-2028

Prison Mail

Tell us what you think of this issue.

Write to: Prison Mail, Paizo Publishing, 2700 Richards Road, Suite 201, Bellevue, WA 98005-4200 or send an email to dungeon@paizo.com.

Check out the *Dungeon* messageboards at paizo.com/dungeon

Dungeon #122

Mike Mearls, author of this issue's "The Three Faces of Evil," published his first *Dungeon* adventure just three months ago with "Root of Evil," a deadly 18th-level romp through the innards of a huge evil tree. We thought it was one of the most inventive locales we've seen in years, and consider it a good template for would-be authors interested in submitting their first adventure to us. Make it unique, and make it sing.

Dungeon favorite Tito Leati (slated to write episode 5 of the Age of Worms Adventure Path) dropped by with "Fiendish Footprints," a mid-level wilderness adventure featuring hobgoblins, vampires, and needlefolk, one of the coolest creatures from the original *Fiend Folio*.

What happens when an adventurer dies at the bottom of a dungeon? "Final Resting Place," by Michael Kortes, answers that question with one of the creepiest Underdark delves of the year. Packed with dead mind flayers, mutant troglodytes, and a huge subterranean complex, this adventure fits easily into any campaign.

Lastly, *Eberron* creator Keith Baker's "The Ring of Storms" explores the far reaches of the mysterious jungles of Xen'drik and delivers the skinny on the setting for Atari's forthcoming *Dragonshard* real-time strategy game with information and encounter tables you can use in your D&D campaign.

Back issues of *Dungeon* #122 and dozens of other great issues are available at paizo.com.

Dungeon On DVD

I have been a subscriber to *Dungeon* since issue #32 and to *Dragon* since about the same time. I started playing AD&D in high school in 1996. In those days, we used unrelated campaign materials. Our adventure arcs were pitiful, and our campaigns were haphazard and incoherent at best, but those were some of my more memorable games.

I have never written to you because I have never had a reason until now. I have always read your publications from cover to cover and I store them for future reference. I recently went through my back issues and realized how the magazine has changed. The material has always been good, even when it was only in black and white, but now the artwork is eye-catching and inspiring. I can't say I have a favorite writer or artist because I never note such things. I read it all and all of it gives me something. The adventures are more detailed and the adventure synopsis is a brilliant idea. I like so many things about *Dungeon* and *Dragon*. They have truly evolved into a cornerstone of my gaming experience.

I feel you have always been fair in your balance of offerings. I have never found an issue that wasn't worth saving. I have a short list of thoughts and suggestions.

I remember that there was a debate about giving subscribers little extras. I don't agree that non-subscribers should get everything that subscribers get. This is probably because I subscribe. I think that one little extra you should provide your loyal reliable source of income is a DVD collection of your on-line goodies. I wanted to download everything from your website when I was there last. I realized it would take me forever to gather up all the goodies. I have all of your magazines and few of the extra goodies. If they were made available to subscribers as a DVD then the non-subscribers could not complain because they still have access the same information. If you have all of the magazines, shouldn't you have all the goodies? Membership should have privileges.

I think it's time to offer up an index of all the adventures you've published. There used to be one published every year and I don't recall seeing one for a long time. Maybe that could go on the DVD too!

Mark McCandless
Parma, OH

Compiling all of our bonus information on a CD-ROM for subscribers is an interesting idea, Mark, and one I haven't considered before. I will look into the feasibility of this and see if we can't make something happen. No promises, of course, but the idea certainly is a compelling one. And you're also right about an index. There are a few good ones floating around the internet, but it is something we'd like to offer sooner or later (preferably sooner). One of the difficult things about running these magazines is that there is only so much time to do all of the things you could do. Right now, a lot of our "extra" effort is going into the Shackled City hardcover compilation mentioned in the editorial and launching the new Age of Worms Adventure Path. When we can free up a little time from those behemoths, fun projects like an index become much more realistic to contemplate.

Ask and You Shall Receive

As a long-time reader and subscriber, I regret that this is my first time writing. But when I heard that the mail you have been receiving was at a low, I could not just stand by and let you not hear the voices of your subscribers.

I just plucked my copy of issue #122 from my mailbox, and Erik, you should be really proud of your team! *Dungeon* has never seen better days than it is seeing right now.

One of the letters in this month's issue was saying that there are not enough low-level adventures anymore. Well, I have been actively playing since second edition was just a hatchling, and I'm glad to see more adventures for higher levels. I run

ALTER YOUR EGO
WITH THE BEST IN THE BIZ

Packed with over 5,000 gaming events across all genres,
Gen Con® Indy is the world's premier gaming convention, where legendary characters come to life, and living legends come to meet their fans. With round-the-clock gaming, entertainment and exclusive offers, you'll lose yourself in all the action.

Here are a few more reasons why Gen Con Indy is called "The Best Four Days in Gaming":

- **Alderac Entertainment Group:** L5R TCG World Championships, Spycraft CCG World Championship, Warlord CCG: North American Championships and Living Spycraft Premiere RPG's.
- **Blood Bowl** – Gen Con will host the largest Blood Bowl tournament in North America, with game creator Jervis Johnson.
- **Comic Images:** WWE Raw Deal Gen Con Road to the 2006 World Championship.
- **Days of Wonder:** Ticket to Ride National BG Championship.
- **Decipher, Inc:** Star Wars CCG World Championship, Star Trek CCG World Championship, Lord of the Rings TCG World Championship, MegaMan TCG World Championship, Dothack//ENEMY TCG World Championship, and WARS TCG World Championship.
- **Fantasy Flight Games:** A Game of Thrones TCG World Championship and Call of Cthulhu CCG World Championship.
- **Game Base 7:** Settlers of Catan BG World Qualifiers.
- **Kenzer and Co:** HackMaster RPG World Championship.
- **Ophidian Games:** Ophidian 2350 World Championships 2005.
- **Privateer Press:** Warmachine Minis National Open Championship.
- **RPGA:** Hosting a full slate of D & D events for Living Greyhawk, Living Force, Living Kingdoms of Kalamar, Living Death, Living Arcanis and the Eberron: Mark of Heroes campaign, along with the D & D RPG Open.
- **The Gamestation:** World Series of Gen Con Poker Tournament.
- **Upper Deck Entertainment:** UDE $1,000,000 Scholarship Circuit – Vs. System TCG and UDE $10,000 Convention Championship and the Shonen Jump Yu-Gi-Oh! TCG National Championship.
- **White Wolf Publishing:** Vampire: The Eternal Struggle CCG North American Championship and Mage: The Awakening Preview RPG Tournaments.
- **Wizards of the Coast:** Magic: The Gathering Legacy Championship, 2005 Vintage Championship and the $5K Two-Headed Giant Tournament, as well as Axis and Allies and Avalon Hill BG Tournaments, D&D Miniatures Championship Last Chance Qualifers, and tournaments for the newly announced Hecatomb TCG.
- **WizKids Inc:** Mage Knight Worlds 2005 and MechWarrior Worlds 2005.
- **Z-Man Games:** Shadowfist Gen Con 6th Annual Final Brawl World Championship.

And if you think that's not enough – we agree.
That's why we're including Special Guests, Seminars, the Costume Contest, the eGame Arena, round-the-clock LAN gaming, Anime, Art Show, the famous True Dungeon, Miniatures painting, LARPing, Boardgaming Tournaments, Workshops of all sorts, the Auction, the ENnie Awards, and even a Kids Room – for the littlest gamers.

So pack your bags and head to Gen Con Indy.

INDY GEN CON
THE BEST FOUR DAYS IN GAMING!

August 18-21, 2005
Indiana Convention Center

For the latest event updates and schedules go to
www.gencon.com

Co-Sponsored by UPPER DECK

SOCIAL GEN CON
THE BEST FOUR DAYS IN GAMING!
November 17-20, 2005

Logos are trademarks of said companies unless otherwise noted.
GEN CON, the Gen Con logo, and The Best Four Days in Gaming! are trademarks of Gen Con LLC. All rights reserved. Used under authorization.

an EBERRON campaign, so you can imagine my glee when reading Keith Baker's "The Ring of Storms." This setting is perfect for me to write a high-level campaign set in Xen'drik. My PCs are already there exploring the cyclopean ruins, and with a little tailoring, "Root of Evil" (#122) could easily fit into the jungles of Xen'drik....

Keep up the good work—you continue to inspire DMs like myself to greater heights and much to our PCs' pleasure, you help us keep them on their toes!

Daniel P. Jackson
Via Email

Next Month in Dungeon

Dungeon #126

Encounter at Blackwall Keep

By Sean K Reynolds

The PCs recieve word from the wizard Allustan, who requests their company on a journey across the southern hills to Blackwall Keep, a militia outpost on the border of a treacherous swamp. But what of the green worms and unkillable zombies plaguing the region, and what fell secret is locked in the keep's forlorn basement? An Age of Worms Adventure Path scenario for 5th-level characters.

The Clockwork Fortress

By Wolfgang Baur

When a mechanical man released from an icy tomb recovers his memory, he discovers himself to be the last prince of a dead empire. When he remembers that his ancestral fortress has fallen into the hands of a lunatic derro, he turns to adventurers for aid. Yet something worse than mad derro haunts the Clockwork Fortress' gears. A D&D adventure for 8th-level characters.

Blood of Malar

By Eric L. Boyd

Seductive vampires, hungry werewolves, sinister drug dealers, trouble in the sewers, and an undead beholder? Just another day in Waterdeep! The first adventure in the Vampires of Waterdeep Campaign Arc, "Blood of Malar" is a FORGOTTEN REALMS adventure for 13th-level characters.

Married to the Sword

I think issue #122 was a rather good one. I especially liked the "Atypical Enemies" Campaign Workbook. But I think you missed one, one I believe is a very interesting one. So here goes:

The Ultimate Fighter: The greatest fighter for the side of good has mastered every single fighting style and has found and destroyed hundreds of evil creatures threatening the peace of the land. His entire life has been based on the sword. He has no relationships with others as he is obsessed with becoming the greatest fighter.

However, this ultimate fighter has become disillusioned. His entire life he strived to become the greatest fighter, and now that he's achieved his goal, he feels that his life's purpose has ended. In a desperate attempt, he travels the land, challenging all fighters to duel him. Many have responded, and all have died at his blade.

Well, what do you think? The whole thing with him having taught many people could definitely tie in to one of the characters. Another thing is that he wouldn't want fighters that are too weak to waste his time, so he would stay in a temple in a jungle or some other sort of hostile environment, laden with monsters.

Andrew Palella
Via Email

We Prefer Myrmomancy

I want to congratulate you guys on DUNGEON. Somehow, when the PCs in my campaign are adventuring in a lush jungle region, a jungle adventure pops-up in DUNGEON! When in a forest, an arid wasteland or even a frozen waste... your magic works time and time again. Keep concentrating on whatever scrying device you're using and I won't cast any spell on my basement that might block your efforts!

I especially love your campaign workbook articles, but one problem must be highlighted concerning them. I need to recall having read them all when in the midst of a gaming session at the precise moment when it would come handy to use! My point is that after a few years of paid subscription to DUNGEON, I ended-up with a lot of articles to remember and a lot of pilled-up magazines on my shelves.

So to help us overworked DMs to use these useful tools, I suggest that once a year you print a list of all the campaign workbook articles you've published, including title, a short description, a "use when" suggestion, and issue and page references. We could clip this small list inside our DM screens and in this way, we would use this stuff when needed and we DMs would think of you guys as roleplaying gods... well, maybe minor deities.

I would also love to see in your pages two or three well-fleshed-out NPCs per issue, complete with some good art that I can show to my players when they meet these nefarious foes or useful friends. I think this will save on gaming preparation time and will facilitate my already busy DM/parent/employee life.

Denis Barrette
St. Eustache, Québec

Look for a return of the popular "Critical Threat" feature next month, and irregularly (but more often!) shortly thereafter. The idea of indexing the Campaign Workbook entries is a good one that we'll certainly consider.

Before I sign off for this month, I should note that Mr. Wil Wheaton has vanished in some sort of transporter accident, and DUNGEON's enslaved kenku servitors are currently hunting him down to pry another column out of him. Will they succeed? Drop by in a month to see what happens!—Erik Mona

GETTING IN TOUCH WITH DUNGEON

Subscriptions: Direct change of address and other subscription inquiries to Paizo Customer Service at subscriptions@paizo.com or call (425)289-0060. Or write to us at Subscription Department, Paizo Publishing, 2700 Richards Road, Ste 201, Bellevue WA 98005-4200.

Back Issues: Missed an important issue? Visit paizo.com/backissues, email backissues@paizo.com, or write to us at Back Issues, Paizo Publishing, 2700 Richards Road, Ste 201, Bellevue WA 98005-4200.

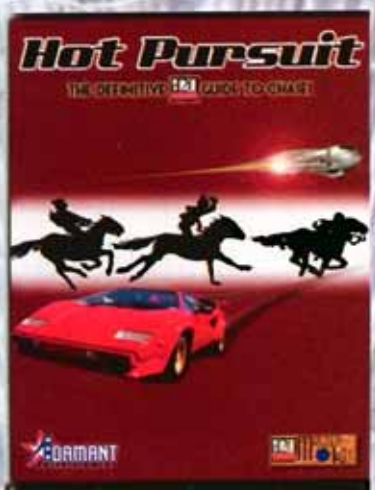
Letters to the Editor: Email to dungeon@paizo.com or mail to Prison Mail, Paizo Publishing, 2700 Richards Road, Ste 201, Bellevue WA 98005-4200. Letters may be edited for space and clarity.

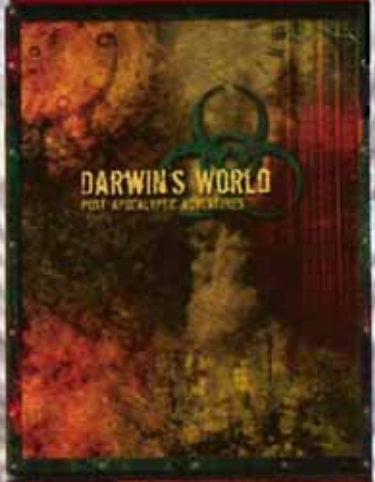
Submissions: Interested in writing for the magazine? Download our submission guidelines by visiting the Dungeon homepage at paizo.com/dungeon.

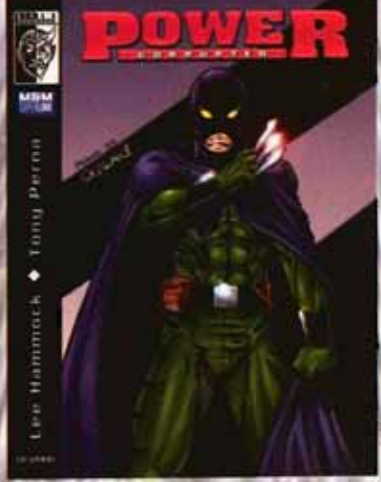
RPGNOW.com

The industry leader in PDF sales now offers what no other PDF site does:

BOOKS.







Hundreds of games not found in your local games store, now available for your hard-drive or bookshelf

For a free sample, visit www.RPGNow.com/free

AGE OF WORMS

THE THREE FACES OF EVIL

The Ebon Triad seeks to create a fiendish Overgod, a monstrosity of pure evil that combines the power of Erythnul, Hextor, and Vecna. The cult's research indicates that a anciant being known as Kyuss is tied to the Overgod's rise. Little is known of Kyuss, save that he was once a powerful being that spawned a horrific variety of undead creatures. Now, in the bowels of Diamond Lake, the Ebon Triad pursues rumors that the worm-like progeny of Kyuss have once again risen. Is the Age of Worms finally at hand?

"The Three Faces of Evil" is a DUNGEONS & DRAGONS adventure suitable for four 3rd-level characters. It is also the second installment of the Age of Worms Adventure Path, a complete campaign consisting of 12 adventures, several "Backdrop" articles to help Dungeon Masters run the series, and a handful of poster maps of key locations, all published over the course of the next 11 months in *DUNGEON*. For additional aid in running this campaign, check out *DRAGON*'s monthly "Worm food" articles, a series that provides additional material to help players survive this campaign. Issue #334 of *DRAGON* provides comprehensive lists of all the things you can find for sale in Diamond Lake's (often) dubious shops. Finally, you can head online to paizo.com to download *Age of Worms Overload*, a free PDF that includes details on the hinterlands surrounding Diamond Lake, stat blocks for nearly everyone in town, conversion notes for running the campaign in the FORGOTTEN REALMS or EBERRON settings, and more.

Of course, you can also run "The Three Faces of Evil" as a stand-alone adventure, or even as part of a campaign of your own design.

BY MIKE MEARLS
BY JOACHIM BARRUM, STEVE PRESCOTT, AND EVA WIDERMANN
BY ROBERT LAZZARETTI
AGE OF WORMS CALLIGRAPHY BY DARLENE
ADVENTURE PATH, LOW-LEVEL (1ST-5TH), DUNGEON CRAWL

THE EBON TRIAD

From the fanatical peripheries of three evil churches comes a blasphemous doctrine known as the *Way of the Ebon Triad*, an anonymously penned collection of essays and scrolls soaked in phantasmagoric allegory and apocalyptic ecstasy. The *Way* outlines in vague terms a series of rituals and portentous events that culminate in the spiritual and physical adhesion of Hextor, Erythnul, and Vecna into a single supremely powerful Overgod. Outlaws even within their own blasphemous religions, adherents to the *Way of the Ebon Triad* travel the world in search of fellow wanderers, often banding together to influence important events and edge the world closer to catastrophe.

Last year, agents of the Ebon Triad conspired with another dangerous cult to trigger a volcanic eruption that nearly consumed the city of Cauldron, in the distant southern jungles. This event was a critical moment in the Shackled City Adventure Path (published last year in DUNGEON and this month as a hardcover from Paizo Publishing), but to the Ebon Triad it was merely one of a handful of prophesized events presaging the advent of the Age of Worms, an era of darkness and writhing death that would provide the required backdrop for the ascension of their tripartite god.

What the Ebon Triad cultists below Diamond Lake and throughout the world do not understand is that the entire religious movement is a fraud launched at the direction of Kyuss, an ancient being who has plotted to bring about the Age of Worms for millennia. The scope of this fraud and the true goals of Kyuss will be revealed in future Age of Worms Adventure Path installments.

Use the following chart to adjudicate the results of Knowledge (religion) checks made to learn more about the Ebon Triad.

Knowledge (religion) DC	Information known
15	The Ebon Triad is an evil cult dedicated to merging the gods Hextor, Vecna, and Erythnul into a mighty Overgod.
20	Adherents to the doctrine of the Ebon Triad clutch close their secrets even from other worshipers of Hextor, Erythnul, and Vecna, who consider them heretics. In fact, word of the heresy has not spread far from these three churches, who keep accounts of Ebon Triad activities brutally suppressed lest the cult gain more converts.
25	Despite the internecine struggle between the Ebon Triad and the orthodox churches, clerics of Hextor, Erythnul, and Vecna in thrall to the cult continue to receive spells from their godly patrons. This fact especially galls the church of Hextor, whose rigid faith cannot square the contradiction.
30	The idea that a mortal cult could bind gods as powerful as Hextor, Vecna, and Erythnul is extremely doubtful, even preposterous.
35	The Ebon Triad hopes to bring about the Age of Worms as a precursor to the creation of its terrible god, and has its hands in apocalyptic conspiracies across the land. Perhaps the gods support these rebel clerics because they too wish to see the world cast in darkness?

ADVENTURE BACKGROUND

Long had the Faceless One toiled in arcane libraries and crumbling crypts in search of the true history of his divine patron Vecna, the Maimed God of secrets and intrigue. Unlike mighty Hextor or valorous Heironeous, Vecna once lived as a mortal, a legendary lich lord and before that a potent necromancer king. Unlike Pelor, whose naïve clerics sought divine messages in the movements of the sun, Vecna left a tangible legacy cut through the scant written records of human prehistory. Several texts claim Vecna's august authorship, and more still, some of highly dubious authenticity, purport to record his spoken edicts. In one such account, the infamous *Nethertome of Trask*, the Faceless One came across a name that would change his life forever—Kyuss.

The *Nethertome* quoted an even older source, the fabled *Way of the Ebon Triad*, a blasphemous collection of apocalyptic essays, epic poems, and cryptographs that discuss the advent of an era of darkness called the Age of Worms, during which a great Overgod of evil would arise and mold the world in its own terrible image. Remarkably, the *Nethertome* suggested that this entity would form from an adhesion of three lesser divine entities—the gods Hextor, Erythnul, and Vecna himself. The Faceless One knew that if he could play a critical role in the creation of this entity, all of the world's secrets would be open to him, and he might become entrenched in the new political and religious landscape. The arrival of the Overgod would be his introduction to true power. But for the Overgod to arise, the time must be right for the Age of Worms. And according to the *Nethertome of Trask*, the Age of Worms cannot begin until its harbinger, an undead colossus known as Kyuss, once again stalks the land.

Two years ago, a small cell of Vecna cultists affiliated with the Faceless One unearthed evidence of undead creatures infested with unusual segmented green worms in the hills south of Diamond Lake, a small mining town east of a metropolis known as the Free City. According to the *Nethertome of Trask*, Vecna had once conducted grim experiments in a subterranean cathedral in the same region. This confluence of Kyuss and Vecna reminded the Faceless One of the Age of Worms and his potential role in bringing about the birth of the great Overgod. The Faceless One tracked Vecna's lost laboratory to Diamond Lake, in a cavern below an active copper mine managed by a dwarf named Ragnolin Dourstone. Using magic and extortion, the Faceless One convinced Ragnolin Dourstone to carve a secret shaft deep within the earth and into these hidden chambers.

The passage complete, the Faceless One and his minions moved in. They found a great marble-lined cavity they dubbed the Dark Cathedral, along with a small labyrinth beyond. They began their work in earnest. Soon, the Faceless One's ministrations below Diamond Lake attracted the attention of other devotees to the *Way of the Ebon Triad*. First to arrive was a band of tieflings from the Great Kingdom to the east, warriors in service to Hextor who traced their fiendish blood directly to powerful entities of the past

who played a role in the demise of that formerly vast empire. Led by an ambitious human cleric named Theldrick, the group attempted a temple coup in their homeland, and were cast out by their tyrannical brethren entrenched in the orthodoxy of the Scourge of Battle. Soon after their arrival, a small tribe of Erythnul-worshiping grimlocks entered the Dark Cathedral via a tunnel from the Underdark. Led by an oracle of Erythnul who had received the lore of the Ebon Triad in a revelation from one of Erythnul's agents, the grimlocks agreed to join the Faceless One's efforts to discover more about the unusual green worms in hopes that the Age of Worms is finally at hand.

Hidden within their secret base, the cultists of the Ebon Triad are a deadly threat to the Diamond Lake region. Soon, the Faceless One hopes to piece together the final clues he needs to set his plans into motion. If left undisturbed, this nest of evil might give rise to a terrible power beyond the reckoning of man.

Adventure Synopsis

"The Three Faces of Evil" requires the PCs to sneak into Dourstone Mine, destroy the Ebon Triad cultists, and defeat a newly born creature known as the Ebon Aspect. The miners themselves, while not necessarily innocents, aren't cultists. The PCs must sneak by them or use Diplomacy to gain access to the mines. Once they overcome this obstacle, they must defeat each of the cults that comprise this cell of the Ebon Triad. Finally, as the last cultists fall, the Ebon Aspect arises to avenge its worshiper-creators. Once the PCs defeat this abomination, they escape back to the surface, where they quickly become embroiled in another adventure.

This adventure is the second in the Age of Worms Adventure Path, a series of twelve linked adventures to be published in this magazine over the course of the next year. Last issue featured the first installment, "The Whispering Cairn," as well as a detailed description and poster map of Diamond Lake, the rowdy town in which the Dourstone Mine is situated. While "The Three Faces of Evil" works well as a stand-alone adventure, you and your players will probably enjoy it a great deal more as part of the Age of Worms Adventure Path. Back issues of *Dungeon* #124 are available at paizo.com.

Adventure Hooks

The players can learn about the cult below the Dourstone Mine easily. If you've run them through "The Whispering Cairn," the letter discovered in the Old Observatory provides a link between the corrupt mine manager Balabar Smenk and the Dourstone Mine.

If you haven't run "The Whispering Cairn," or if the PCs need further cause to investigate the goings-on below the Dourstone Mine, you can have Allustan contact them after he makes a disturbing discovery about the nature of a strange green worm the PCs (or one of his other agents) have recently provided him.

PART ONE: WHAT WRITHES WITHIN

The wizard Allustan (N human male wizard 8), the so-called "smartest man in Diamond Lake," has spent many years researching local legends and lore. Recently, he's unearthed increasing evidence of strange undead creatures infested with tiny green worms stalking the hills south of Diamond Lake. If the PCs have explored the Old Observatory in "The Whispering Cairn," it's possible they are responsible for providing the latest piece of evidence in the form of just such a worm, suspended in a jar of preservative chemicals. Allustan is worried that these undead creatures could represent a grave threat to Diamond Lake. Thus, he asks the adventurers to pursue the few leads he has uncovered so far.

Allustan's studies show that the worms might be somehow connected to an ancient temple hidden beneath the earth. According to his calculations, the temple is located beneath a copper mine owned by Ragnolin Dourstone. Ragnolin is known as a surly, paranoid, and greedy mine manager, and Allustan fears that he may be connected to the temple if it is currently occupied.

Allustan suggests that the merchant Balabar Smenk could provide a useful gateway to Ragnolin's mine. Balabar and Ragnolin have a well known rivalry. Neither is trustworthy, but their animosity might be enough to make Balabar open to an offer of alliance with the party. The recovery of Smenk's letter to Filge from the observatory in "The Whispering Cairn" indicates that Smenk knows more about the situation in the Dourstone Mine than he should.

If you've run "The Whispering Cairn," the PCs have no doubt heard of Balabar Smenk, and they may even be responsible for the deaths of his favorite indentured thugs and his old best friend. By the time the PCs have finished exploring "The Whispering Cairn," Smenk already hates them and wants to see them destroyed or run out of town. Better yet, he comes upon the idea of sending them against the cultists below the Dourstone Mine, hoping to take care of two problems at once.

If the PCs don't set up a meeting with Smenk within a week of their encounter with Filge, the mine manager takes it upon himself to invite them to meet with him, ordering a subordinate to sneak into the PCs' headquarters with a note setting up a rendezvous at Smenk's home in Diamond Lake. If the situation warrants it, perhaps Smenk kidnaps a PC's familiar (or, better yet, the baby owlbear from the Land Farmstead if the PCs have adopted it), just to show them that they're dealing with a professional criminal.

In either case, Allustan believes that the temple is occupied, and he worries that its inhabitants are behind the strange undead in the southern hills. He knows little of the Ebon Triad, but he has managed to uncover the location of an elevator within the mines. He tells the PCs that the elevator is the most convenient way into the temple.

Talking to Smenk

Crude, demanding, and insatiably greedy, Balabar Smenk (CN male human rogue 7) is a nightmare blend of amorality, avarice, and boundless gluttony. Unknown to Allustan, Smenk is secretly in league with the Ebon Triad. While the Faceless

Ragnolin Dourstone

One managed to subvert Ragnolin with bribes and promises of power, he sees Balabar as another useful tool, particularly if Ragnolin turns against the Triad. Smenk currently provides the Triad cultists with food and supplies that the Triad's agents pick up in town. Unfortunately, Balabar's arrogance got the better of him. Since the Triad is a captive market, he has taken to selling them spoiled food, poor quality tools, and other goods at outrageous prices. Furthermore, in his last meeting with the Triad he hinted that he might need regular bribes to keep him quiet.

Balabar's confidence received a crushing blow when he woke up next to the severed head of his right-hand man planted in his bed by grimlock scouts dispatched to send Balabar a warning. Smenk now knows that he overplayed his hand. Thus, he wants the Ebon Triad destroyed. The PCs, if they are in his debt, could prove the perfect weapon to distract the Triad or defeat the cultists while he escapes.

To encourage the PCs to assist him, Smenk claims (truthfully) that he is terrified of the cultists, and that he was pressured into helping them. He tells the PCs about his right-hand man, and plays up a sense of (imaginary) betrayal, as if his brand if villainy is somehow more respectable than that of the Ebon Triad.

If the PCs uncover evidence of Balabar's involvement in the cult, they may choose to go after him. As a 7th-level rogue who is constantly surrounded by a ring of guards and sycophants, Smenk is more than capable of defending himself against the PCs. If he is defeated, he begs, pleads, whines, and acts the part of the pitiful, miserable wretch. His swagger and arrogance quickly give way to pathetic pleas for mercy. If the PCs hand him over to the authorities along with evidence of his connection to the cult, Balabar is sentenced to several years of hard labor.

In short, the PCs have the chance to put Balabar in his place. Roleplay him as all the more annoying, arrogant, and grating because of it!

Infiltrating the Mine

Ragnolin Dourstone's mining operation is poorly run. Ever the pragmatist, Ragnolin thinks it's better to pay a few guards a good wage to keep the workers in line rather than offer a fair wage to his miners. He hires anyone who's willing to work at his price (2 sp per day, plus room and board). Only the desperate or those unable to find work elsewhere remain here for long. In most cases, the miners work only long enough to earn the money needed to buy passage elsewhere. Many of the miners that do stick around are crippled ex-criminals unable to find other work. In addition, a number of the miners are convicted criminals who have been sentenced to hard labor. Ragnolin earned their service with a few well-placed bribes in Diamond Lake.

This section of the adventure is relatively freeform. The PCs must come up with a reasonable plan to infiltrate the mine—there are a variety of possibilities. They could take jobs at the mine, they might sneak in, or they could bribe the miners to let them pass without incident. Note that as the mine is private property, the PCs should probably avoid simply storming it and slaughtering the guards. Survivors of such an attack run to town for help, and the PCs quickly find themselves in over their heads.

The Guards

The mine's security force consists of two dozen guards (all 1st-level warriors). Half of them keep watch by day, the other half watch at night. The night watchmen are all dwarves, while the daytime guards are human.

Two squads of four guards walk the wooden stockade that marks the mining camp's perimeter. The guards make one circuit around the camp each hour. If the PCs come within sight of the stockade, there is a 25% chance that one of the two guard groups is within 100 feet of the party. Use the rules for Spot and Listen to determine if the guards detect the characters—each of the guards has a +0 bonus for both skills. Two guards keep watch from the guard tower, while the other two keep watch over the gate.

The guards are well paid, and most of them enjoy the near absolute power they exercise in the mining camp. The PCs suffer a –5 penalty on Diplomacy checks to change the guards' attitudes. For every 10 gp the characters offer as a bribe, they gain a +2 bonus on their Diplomacy checks against the guards. Their initial attitudes are unfriendly, but they'll let anyone in if they can be made helpful.

If the guards spot intruders, they blow the alarm horns they carry and attempt to surround the PCs. While the guards like to lord over the miners, they back

down from anyone who looks like a capable fighter. If attacked, the guards fight until they lose half their number. A guard who drops below half his maximum hit points runs for his life.

Four of the human guards are cultists of Hextor. These warriors flee to the mines if any trouble starts. Three of them watch the passage to the elevator, while one descends and alerts the temple below. One cultist walks with each patrol, while the remaining pair are split between the gate and the guard tower.

The Miners

The miners are easy to bribe, as their poor wages and terrible working conditions make them open to anything that might damage Ragnolin. The PCs gain a +5 bonus on any Diplomacy check made to sway the miners to their side, with an additional bonus equal to the sp value of any bribe offered to a miner. Their initial attitudes are indifferent, but bribery makes it fairly easy for even the most crass PC to adjust their attitude to helpful. Helpful miners might hide the PCs, distract the guards, tell them of the sealed passage that leads to the elevator, and so forth.

If the PCs start a fight, the miners run for their lives. None of them are connected to the Ebon Triad. There are 40 miners in all, and they work from sunrise to sunset, sleeping in bunks within the uppermost reaches of the mine itself.

The Foremen

Three foremen keep watch over the miners. These are Ragnolin's personal lieutenants, and are tough to bribe and tend to stand up against troublemakers. Their initial attitude toward the PCs is unfriendly—bribes can provide a bonus on Diplomacy checks equal to +1 per 50 gp. The foremen carry alarm horns and never hesitate to use them if they spot an intruder in the camp.

The foremen are all humans. One, a rusty-voiced thug named Gerreld, mans the office during the day. He handles all the paperwork, the payroll, and other administrative matters for the mine. A limping man named Lordren is the overall commander of the camp, while a young man with a lazy eye named Carr is his assistant. The two of them accompany the miners into the tunnels each morning.

Ragnolin Dourstone (LN male dwarf expert 6) usually spends a few hours each day at the mines, either going over the day's production with one of the foremen or looking around the mine to ensure there's no sign of the cultists for anyone to notice. His initial attitude is unfriendly, and no amount of bribery can sway him. If the PCs somehow manage to make him helpful, he won't volunteer any information about the Ebon Triad other than to warn the PCs to stay away from the mine.

The Mines

Any helpful foremen, guards, or miners can tell the PCs that there's a recently installed elevator deep in the mines. They've been told that this elevator leads down to a set of caverns that Ragnolin is exploring in hopes of finding a new lode or vein—none of them (save the cultist

got riddles?

When red and orange fill the sky
And daylight's glow is fading,
I raise my bow and fiddle high
And start my serenading.
A single note is all I play,
The tempo's all I vary.
I'm somber on a chilly day
But when it's warm I'm merry.

Get the answer and more riddles at:
www.cloudkingdom.com/Dungeon

Cloud Kingdom Games

got riddle rooms?

Illustrated encounters constructed around riddles and puzzles that you can easily add to any adventure.

got puzzles?

Shadowman has compiled a book of his favorite rooms for you to drop into your game. And he doesn't call them killer puzzles for nothing!

got riddle books?

Add riddles to your campaign or just challenge yourself, your friends and family.

guards) suspect the truth, and all of them know that intrusion into these caves is forbidden by their employer.

Once in the mines, the characters should have little trouble making their way to the elevator. The guards have set up several obvious signs warning the miners to stay away from the shaft, and the miners know better than to risk the guards' ire.

The mines are crude passages and tunnels hacked into the ground. Torches are set into the wall every 50 feet, but half of them are burnt out and useless. Ragnolin is too cheap to provide good lighting in this place. Instead, most miners must carry their own torches and lanterns (purchased with their own meager salaries).

Forty feet from the main entrance, the passage to the elevator cuts down and to the left from the main tunnel. Timbers and planks nailed to the wooden frame of the passage's entrance block access to the area beyond. A DC 18 Strength check or an assault (the barrier has hardness 5 and 15 hit points) smashes this barrier to pieces, while a DC 10 Craft (woodworking or carpentry) check disassembles the barrier in 1d4 minutes. In the former case, the guards make DC 20 Listen checks to hear the commotion. A Craft check is too quiet for the guards to hear.

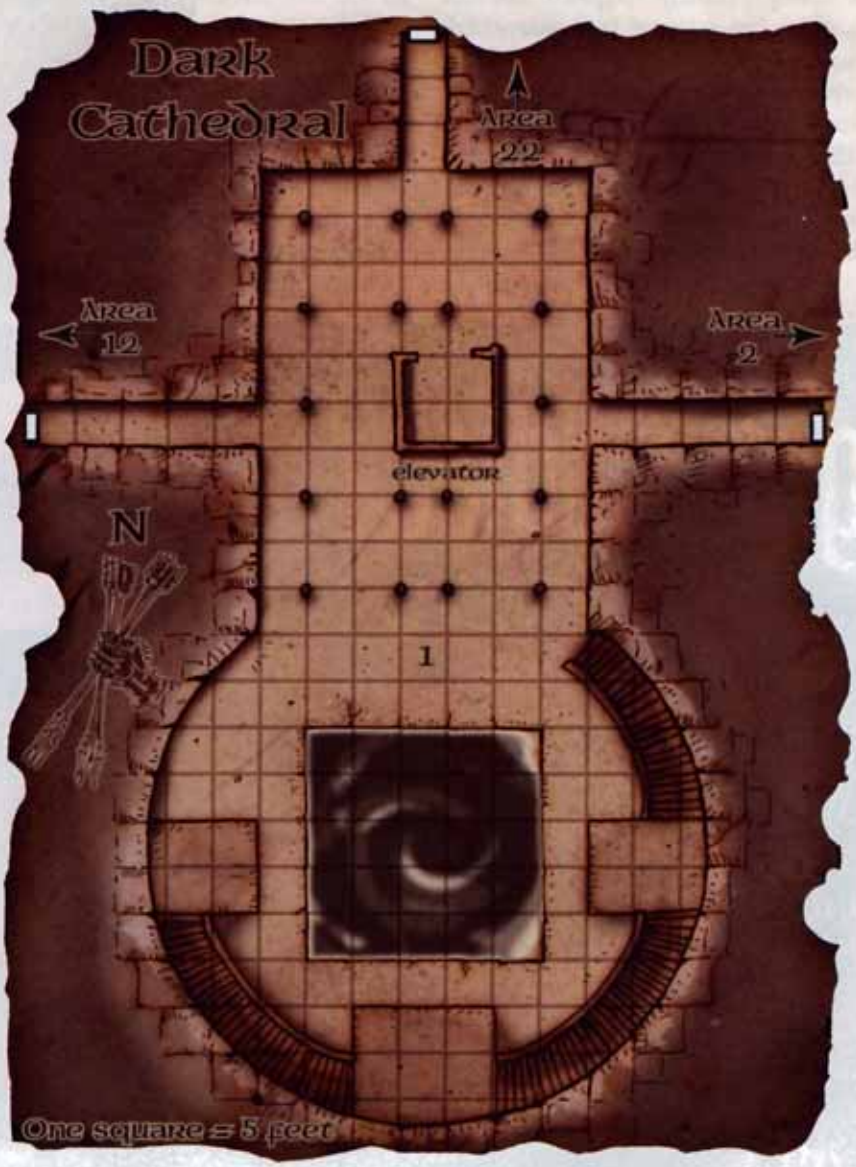
During the day, 2d4 miners are present in the tunnels near the elevator entrance when the PCs enter. They make no attempt to fetch the guards, but they keep an eye on the characters in case the PCs are looking for trouble. If the PCs try to access the elevator shaft without first making the miners' attitudes helpful, they report the party to the guards.

The Elevator

The tunnel to the elevator stretches to the west and has a sharp, downward slope. After 400 feet, the PCs come to a chamber in which a large, wooden platform with a 5-foot wall built around its edges. Struts rise 10 feet from each of the platform's corners, joining in an X above the platform. A thick iron chain runs through the X's midpoint to a large, wooden spool set in the middle of the platform. The platform is 10 feet wide and 10 feet long. When the elevator is at the top of the shaft, the chain is wrapped around the spool. As the car descends, the spool spins and the chain plays out above the car.

The elevator is operated by first releasing a brake mechanism set into the wheel and slowly turning the wheel. The elevator shaft descends 200 feet to area 1 below. The elevator car itself weighs 500 pounds. The maximum amount of weight a character can lower or lift with the elevator system equals five times his or her maximum load. In this case, the elevator can be moved upward or downward at a rate of 5 feet per round. If the elevator's weight is equal to or less than the operator's heavy load, it can be raised or lowered at the rate of 20 feet per round. Up to three people may use the elevator at once, with each additional person granting a +2 bonus to the highest Strength score among the operators, for purposes of determining load.

A character who tries to raise or lower the elevator when it is overloaded immediately loses control. The elevator doesn't enter free fall, since the winch itself controls its descent somewhat. Characters inside the elevator must make DC 20 Balance checks to avoid losing their footing. While falling, the elevator descends at a rate of 50 feet per round. When it hits bottom, all creatures in the elevator take 5d6 falling damage. The elevator car itself suffers this damage as well—it has hardness 5 and 50 hit points.



1. The Dark Cathedral (EL 3)

Three short passages lead from this chamber, one to the north of the elevator and one to its east and west. Each ends in marble doorway. The door to the north is marked with the symbol of a human hand grasping an eye. A pair of crimson banners flanks the door to the east, each marked with the symbol of a gauntled fist clutching six arrows. The door to the west is free of all markings. To the south, the chamber opens into a vast domed hall. In stark contrast to the rough mine passages above, this place bears the mark of an expert artisan. The black, marble tile floor glistens in the light of several glowing torches, while elaborate, carefully worked marble pillars and arches sweep over the chamber. Toward the back of the chamber, opposite the elevator's door, is a large pool of dark liquid. A stairway carved into the curved wall around the pool ascends to a platform thirty feet above the pool. The chamber's domed ceiling arches to a height of sixty feet over the pool's surface.

The three doors in the northern reaches of this chamber provide access to three temples, each dedicated to a different aspect of the Ebon Triad.

In ages past, Vecna himself delved into the mysteries of life within this place. In those times, this chamber was a vast library, and the pool served as a potent scrying device for the lich. The books once kept here are long gone, and the pool's magic has degraded to a shadow of its former power, yet this room still maintains an unsettling aura of antiquity and oppressive secrecy.

The contents of the pool are dark and viscous, and exude an aura of uncomfortable cold. A splash from the waters is enough to inflict one point of Dexterity damage (Fortitude DC 15 resists), and total immersion in the foul liquid inflicts 1d4 Dexterity damage per round (Fortitude DC 20 resists) from the supernatural cold. The liquid is opaque and dark, and the deeper one goes, the thicker it gets. Ten feet from the surface, Swim checks in the fluid suffer a –5 penalty. This penalty increases to –10 at depths from 10 to 20 feet, and to –20 at depths from 20 to 30 feet. Beyond a depth of 30 feet, the "fluid" of the pool becomes a solid similar to that of stone. What horrific mysteries may or may not be buried in the unknown depths below are left to you, but the creature that emerges from within in Part Five (the Ebon Aspect of the Overgod) should be an indication of what awaits exploration into such forbidden regions.

A DC 20 Search check made in the area around the pool or on the platform above reveals blood stains, scratches from metal equipment, and scattered ashes. The denizens of the temple of Vecna to the north regularly conduct experiments on the pool, hoping to awaken an aspect of the Overgod that they believe dwells somewhere within.

Creatures: Two tiefling fighters from the temple of Hextor are on guard here. They keep watch from the pillars near the entrance to Hextor's temple to the east of the elevator. When the elevator begins its descent, they move to stand guard near it. The guards have grown complacent with the monotony of their duty here. Thus, they tend to assume that anyone coming down the elevator is on an errand for one of the temples. They wear chainmail masks and tabards marked with a holy symbol of Hextor. Their arms are covered with elaborate tattoos bearing Hextor's liturgies and images of various devils.

Tiefling Guard **CR 1**

Tiefling fighter 1
LE Medium outsider (native)
Monster Manual 209
Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Infernal, Orc

AC 17, touch 13, flat-footed 14
hp 12 (1 HD)
Resist cold 5, electricity 5, fire 5
Fort +4, **Ref** +3, **Will** +0

Spd 30 ft. (6 squares)
Melee mwk greataxe +5 (1d8/×3)
Ranged composite longbow +4 (1d8+2/×3)
Base Atk +1; **Grp** +3
Combat Gear 2 *potions of cure light wounds*, *potion of shield of faith (+2)*
Spell-Like Abilities (CL 1st):
1/day—*darkness*

Abilities Str 14, Dex 16, Con 15, Int 13, Wis 10, Cha 8
Feats Blind-Fight, Weapon Focus (greataxe)
Skills Craft (weaponsmith) +5, Intimidate +3, Ride +6
Possessions combat gear, chain shirt, masterwork greataxe, composite longbow (+2 Str bonus) with 20 arrows, skeleton key (opens all locked doors in areas **2–11**), 27 gp

Tactics: The tieflings fight a delaying action. One engages the party in melee while the other rushes to the eastern gate to alert the cult of Hextor. Once he reaches the gate, the tiefling hammers on the door as a move action. Both tieflings know the secret knock needed to enter the temple of Hextor (see area 2), but the tiefling does not use the code. Instead, he pounds on the door knowing that the skeletons within will move out to attack intruders in response to the incorrect code.

Treasure: The uppermost platform above the pool bears a small, wicker basket filled with an offering to the Overgod. It contains 100 gp in a leather pouch and a silver idol of Erythnul worth 300 gp.

Development: The final encounter in this adventure takes place in this chamber as well—details on this encounter appear in Part Five: The God in the Pool.

PART TWO: CITADEL OF HEXTOR

The citadel of Hextor serves as the primary military arm for this branch of the Ebon Triad. As befits a lawful evil cult, the clerics and their warriors present a highly organized defense against the PCs. In addition to the encounter key provided below, the section "Temple Organization" provides an overview of the Hextorites' plans in the event of an attack. They practice their basic tactics at least once per week, making them well-drilled, highly organized opponents.

Temple Features

The doors within the temple of Hextor are of strong wood. Unless otherwise noted, the chambers are dark. The humans in the temple tend to keep light sources nearby, usually everburning

torches. The tieflings and undead rely on their darkvision.

As befits a lawful organization, the passages here are free of debris, trash, and graffiti. The temple is run like a military camp. The camp followers from area 3 gather up any refuse and transport it outside by night.

Before running encounters here, be sure to study the "Temple Organization" section in addition to the encounter key. Once the PCs enter the citadel, the clerics and their followers react to the intrusion with an intelligent, carefully orchestrated plan. If the PCs are rash or foolish, they might be overwhelmed and defeated in short order.

Temple Doors: 2 in. thick; Hardness 5; hp 20; Break DC 23; Open Lock DC 30.

2. Chamber of the Guardians (EL 3)

A dozen suits of armor, ranging from battered leathers to rusted plate, line this chamber's walls. The bleached white bones of human, dwarf, and orc skeletons contrast with the dark, bloodstained armor. The suits are carefully arranged, as if the dead were preparing to march for war. Each has a mace hooked to its belt, while bells of varying shapes and sizes hang from the armor on long, leather strips.

Before proceeding with this encounter, remember that the state of this chamber depends on whether the characters know the knock code. See the Tactics section below to determine what happens depending upon what knock the PCs use.

Creatures: The Hextorites keep animated skeletons in eight of the 12 suits of armor. These creatures attack anyone who enters without the proper knock. Even if the party uses the correct knock, the skeletons' bells ring as two of them move to open the gate.

Human Skeletons (8) **CR 1/3**
NE Medium undead
Init +5; **Senses** darkvision 60 ft.; Listen +0, Spot +0
AC 18, touch 11, flat-footed 17
hp 6 (1 HD); **DR** 5/bludgeoning
Immune cold, undead traits
Fort +0, **Ref** +1, **Will** +2
Spd 30 ft.
Melee heavy mace +1 (1d8+1)
Base Atk +0; **Grp** +1
Abilities Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1
SQ undead traits
Possessions rusted full plate (as full plate but armor bonus of only +5), heavy steel shield, heavy mace

Tactics: If the characters use the knock code, the two skeletons closest to the door shamble over to open it. The bells hooked to their armor clang and ring. Cultists from area 3 arrive in 1d4+4 rounds to greet the visitors. If the characters attempt to batter down the gate, or if intruders enter without using the knock, the skeletons rise to attack. The bells on their armor clang as they ready their weapons, and the cultists from area 2 arrive in 1d4 rounds. The guards in area 4 must make DC 9 Listen checks to hear the clamor. If they notice it, they arrive in 1d4 rounds to attack as well. If a fight breaks out here the guards and the cultists automatically hear the commotion and arrive as soon as possible.

Treasure: The skeletons' armor is too corroded to be worth anything more than scrap metal. Each suit is worth 100 gp.

3. Chamber of the Faithful (EL 3)

Blankets cover the floor of this chamber, surrounding a wooden crate atop which stands a small, crude statue of a six-armed humanoid figure. A few battered weapons,

spears, clubs, and flails lean against the far wall. Stone pegs carved into the wall light this area with flickering, bright flames.

Two stone spikes carved from the wall and imbued with *continual flame* illuminate this area.

Creatures: This chamber serves as quarters for a large group of fanatical Hextorites who hope to enter the Scourge of Battle's priesthood. These petitioners run errands for the Hextorites, make trips into town for special supplies, and provide manual labor. Their faith has been tested, and they have yet to be found wanting. If the characters have been active in the Diamond Lake region for a week or more, they may recognize a few of the cultists as locals from town. The PCs may have seen them while buying supplies or in the taproom of the Feral Dog.

Cult Fanatic **CR 1/3**
Human commoner 1
LE Medium humanoid
Init +0; **Senses** Listen +0, Spot +0
Languages Common

AC 13, touch 10, flat-footed 13
hp 7 (1 HD)
Fort +2, **Ref** +0, **Will** +0

Spd 30 ft.
Melee longspear +2 (1d8+1/×3) or dagger +2 (1d4+1/19–20)
Ranged dagger +1 (1d4+1/19–20)
Base Atk +1; **Grp** +2

Abilities Str 12, Dex 10, Con 14, Int 8, Wis 10, Cha 8
Feats Light Armor Proficiency, Toughness
Skills Profession (miner) +4, Use Rope +4
Possessions longspear, dagger, studded leather armor, wooden holy symbol of Hextor, skeleton key (opens all locked doors in the citadel)

Tactics: The cultists are fanatical in their dedication to Theldrick, the high priest of this place. They fight to the death and are suspicious of all newcomers. In battle they use their longspears to maximum effect, keeping back from their enemies while harassing with wild jabs. They use the aid another action to assist each other or to improve the fighting ability of their allies. They pay little heed to their injuries and tend to rely on the crush of their numbers to overwhelm an opponent. For example, a cultist might throw himself on a foe's sword (using up an attack of opportunity) to allow his fellows to grapple the enemy without provoking such an attack.

The cult relies on these dupes to delay intruders. They are under orders to bring the fight to the main temple (area 11). If they fail in that mission, they throw themselves at the party to buy time for the rest of the temple's defenders.

Treasure: A successful DC 15 Search check of the wooden crate in the center of the room reveals a small trove hidden beneath a loose flagstone. The treasure consists of a golden holy symbol of Hextor worth 100 gp and the broken blade of a silver, ceremonial dagger worth 50 gp.

4. Guard Chamber (EL 3)

This chamber holds two beds against the east wall, a long, wooden table along the south wall, two stools, and a weapons rack

Upgrade Your Miniature Surface Today With:

d20 system

TACT-TILES™ Patent Pending

Order Yours Today

www.bc-products.net

The Revolutionary "Dry-Erase" "Modular" Gaming Grid

- No Mess Dry Erase
- Sturdy, Portable, and Affordable
- Large Playing Surface
- Expandable & Customizable
- Conforms to YOUR Game
- Dealers' Inquiries Welcome

"Totally awesome gaming grid; the only battle mat allowed in my game!"

R.A. Salvatore

Author of the best selling Icewind Dale Trilogy & Dark Elf Trilogy

BC Products
4800 Whitesburg Drive #30-254
Huntsville, AL 35802
256-885-0050

along the west wall. A suit of leather armor lies on the table with a variety of tools spread out around it.

This chamber serves as barracks for a pair of tiefling guards charged with watching the door. The guards rely on the cultists in area 3 to alert them to any trouble. They tend to take their time in responding to anything short of the sound of battle.

Creatures: The two tieflings stationed here wear chainmail masks to conceal their faces. Both have elaborate tattoos of hellish fiends, symbols of Hextor, and prayers to Hextor written in Infernal along their bare arms.

Tiefling guards (2): hp 12 each; see page 23.

Tactics: The tieflings have learned to fight as a pair. While one readies his axe, the other casts *darkness* on a coin or small stone and throws it into the midst of the enemy. The two then take advantage of Blind-Fight to harass their foes. If pressed, the second tiefling uses his *darkness* spell to cover their retreat to area 6. If cornered or cut off, they fight to the death.

Treasure: The leather armor is a mundane suit that one of the tieflings is in the process of repairing, while the tools around it comprise a complete set of artisan's tools. The tieflings carry their coins, a DC 15 Search of one bed reveals a small, velvet bag containing 20 pp and a golden necklace worth 100 gp.

5. Chamber of the Beast (EL 4)

Use the following description as the characters approach the door to this chamber.

A thick chain is wrapped around the handles of these double doors. A crude padlock holds the chain in place, keeping the door locked from this side. The faint, musky smell of a large creature kept in a small area fills the hallway.

The lock can be picked with a DC 25 Open Lock check. Once the PCs enter this chamber, read or paraphrase the following.

A single stone spike flickering with magical flame lights this area. Filthy hay, mixed with a generous amount of animal dung, covers the floor of this crude, cave-like chamber.

Creature: This chamber serves as the home for the cult's mascot, a vicious dire boar named Beast that was raised and tended by Theldrick. The creature attacks anyone it doesn't recognize on sight. Scars cover its hide, while its tusks have been capped with iron. These modifications make the boar more intimidating in appearance but do little to alter its actual statistics.

Dire Boar: hp 52; *Monster Manual* 63.

Tactics: Unless the characters are quiet or clever, there is little chance that they face the dire boar here. If a cultist or the guard from areas 2 or 3 retreats past area 4, he uses a full-round action to undo the chains, open the door, and unleash Beast. The boar rampages through the area, bearing down on the characters with a berserker's ferocity. It fights to the death. Luckily, it lacks the intelligence for tactics more complicated than a headlong charge. The cultists use Beast to buy time to prepare their defenses.

6. Inner Guard Chamber (EL 4)

A tapestry depicting a six-armed, fiendish beast carrying a bewildering variety of weapons dominates the north wall.

This chamber serves as a guardroom for the inner temple of Hextor and the priest's quarters.

Creatures: Three tiefling guards watch this area. Their tattoos depict holy symbols of Hextor, various devils, and scenes from Hextor's unholy texts.

Tiefling guards (3): hp 12 each; see page 23.

Tactics: The three guards attempt to prevent the characters from progressing any further into the temple. One uses *darkness* to disorient intruders, a second wades into melee, while the third runs to warn the high priest in area 10.

Chances are slim that the PCs fight the guards here. If word reaches them of intruders, they rush to the door just south of area 6 and bar it shut. Two of them wait at the door to repel intruders, while the third stands just outside this chamber, near the stairway to area 11. If the PCs attempt to batter down the door, the two guards fight them off while the third warns Theldrick.

If the PCs are trapped in area 11, the two guards move to guard the door leading out of the shrine while the third joins Theldrick in the upper gallery.

Treasure: In addition to the coins listed in their stat block, one tiefling carries a plain, silver ring inlaid with several small emeralds worth 200 gp total.

7. Barracks

Two sets of bunk beds are set along the far wall of this chamber, with a thick, bearskin rug between them. Three wooden stools are arranged on the rug, while a weapon rack sports several javelins, a bow, several quivers filled with arrows, and a sword.

This chamber serves as a barracks for the guards in area 5 and for the tiefling on watch in the main temple.

Treasure: The rack holds 6 javelins, a longsword, a composite longbow (+2 Strength), and four quivers of 20 arrows each.

8. Priests' Chambers (EL 4)

Light from a pair of torches casts strange shadows across the blood-red walls of this chamber. Two wooden chairs are set opposite each other around a round table. Upon the table rests a thick, leather-bound book, a rusty dagger, a quill, inkpot, and several sheets of parchment. A wooden screen blocks off half the room near a large bed covered in blankets and furs.

This chamber is the residence of two priests of Hextor, a married couple named Garras and Kendra. The two serve Theldrick only grudgingly, and together they plot to seize control of this temple.

Creatures: Garras is a hulking brute whose large gut and bulging muscles strain against his half-plate's straps and buckles. He is shaved bald and has a holy symbol of Hextor branded onto his face. Kendra is a slender, pale woman with long, dark hair pulled back in a tail. She wears a pair of steel earrings shaped

into a holy symbol of Hextor. Her face is covered with several scars that mar her otherwise appealing features.

GARRAS **CR 2**

Male half-orc cleric 1/fighter 1
LE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Goblin, Orc

AC 18, touch 10, flat-footed 18
hp 19 (2 HD)
Fort +6, **Ref** +0, **Will** +3

Spd 20 ft.
Melee mwk heavy flail +6 (1d8+3) or dagger +4 (1d4+3/19–20)
Ranged dagger +1 (1d4+3/19–20)
Base Atk +1; **Grp** +4
Atk Options Combat Expertise, Improved Trip, smite 1/day (+4 attack, +1 damage)
Combat Gear *potion of barkskin (+2), potion of blur, potion of bull's strength, 2 potions of cure light wounds, potion of shield of faith (+2)*
Spells Prepared (CL 1st):
1st—*bless, cure light wounds, inflict light wounds*[D] (DC 12)
0—*create water, cure minor wounds, resistance*
D: Domain spell. Domains: Destruction, War

Abilities Str 16, Dex 11, Con 15, Int 13, Wis 13, Cha 8
SQ rebuke undead, spontaneous casting (inflict spells)
Feats Combat Expertise, Improved Trip[B], Weapon Focus (heavy flail)
Skills Concentration +7, Knowledge (religion) +6, Spellcraft +6
Possessions combat gear, half-plate, light steel shield, masterwork heavy flail, dagger, pouch with 27 gp

KENDRA **CR 2**

Female human cleric 2
LE Medium humanoid
Init +4; **Senses** Listen +3, Spot +3
Languages Common

AC 19, touch 10, flat-footed 19
hp 15 (2 HD)
Fort +4, **Ref** +0, **Will** +6

Spd 20 ft.
Melee mwk heavy flail +4 (1d8+1) or dagger +2 (1d4+1/19–20)
Ranged light crossbow +1 (1d8/19–20)
Base Atk +1; **Grp** +2
Combat Gear scroll of *silence*, scroll of *sound burst*, *wand of cure light wounds* (41 charges)
Spells Prepared (CL 2nd, CL 3rd for evil spells):
1st—*bane* (DC 14), *cause fear* (DC 14), *doom* (DC 14), *protection from good*[D]
0—*create water, detect poison, read magic, resistance*
D: Domain Spell; Domains: Evil, War

Abilities Str 12, Dex 10, Con 12, Int 11, Wis 16, Cha 14
SQ rebuke undead, spontaneous casting (inflict spells)
Feats Combat Casting, Improved Initiative, Weapon Focus (heavy flail)[B]
Skills Concentration +7, Diplomacy +7, Heal +8
Possessions combat gear, half-plate, heavy steel shield, masterwork heavy flail, dagger, pouch with 20 gp, key to treasure chest in area **8**

Tactics: The two clerics fight as an effective pair. Garras occupies the party, using his flail to trip his opponents. If possible, he drinks his potions in the following order: *blur, bull's strength, shield of faith*, and *barkskin*. He casts *bless* before battle if he has sufficient warning.

Kendra first calls for the undead in area **9**. She directs the zombies to fight alongside Garras, then casts *bane*, then *doom* on a fighter-type, then *cause fear* on the same warrior she used *doom* against. She knows that paladins are immune to fear, and thus never uses *cause fear* against anyone wearing a holy symbol of a good deity. If the party has arcane or divine support, she uses her scroll of *sound burst* and her scroll of *silence*, usually casting the latter spell on a small rock and throwing it into her enemies' midst.

Treasure: Kendra and Garras keep their valuables in a small, wooden treasure chest beneath their bed. The chest is locked (Open Lock DC 20), and Kendra carries the key. Within the chest is 200 gp in coins, a *wand of enlarge person* (42 charges), and a jeweled bracer worth 1,000 gp.

9. Chapel of Hextor (EL 4)

A pair of torches mounted on long, iron poles shed flickering light across this chamber. A small stone altar stands between the two torches. A red tapestry emblazoned with the symbol of a gauntlet grasping six arrows hangs from the wall behind the altar. Four statues of men clad in chainmail and leather masks, each carrying a great-sword, stand along the wall, two on each side of the altar.

This chamber serves as the personal chapel for the three priests of Hextor active in this temple, Kendra, Garras, and high priest Theldrick.

The altar provides a permanent *desecrate* effect. Undead within 20 feet of it gain a +2 profane bonus on attacks, damage, and saves, while clerics suffer a –6 profane penalty on turning checks.

The two torches are everburning torches. The chapel's ceremonial objects are hidden in a secret compartment in the wall behind the tapestry; this secret panel can be found with a DC 20 Search check. Characters who open this hidden compartment trigger a trap. The hollow is one cubic foot and is almost completely filled by a locked metal box (Open Lock DC 25). The box contains some Treasure (see below).

Creatures: A pair of troglodyte zombies dwell in this chamber. They attack anyone who lacks a symbol of Hextor, and obey the verbal orders of any of the three clerics.

Troglodyte Zombies (2): hp 37; *Monster Manual* 266.

Trap: The secret panel behind the tapestry is trapped. Anyone who opens it without first speaking the words "Hextor guide me" in Common or Infernal triggers its effects.

***Inflict Light Wounds* Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

Treasure: The box contains a golden chalice worth 250 gp, two silver holy symbols of Hextor worth 50 gp each, a *pearl of power* (1st level), and a silvered dagger with a jeweled hilt worth 150 gp.

10. Theldrick's Chamber (EL 5)

The door to this room is locked (Open Lock DC 20). Theldrick, detailed below but likely encountered elsewhere, holds the key.

This cramped spartan chamber is obviously someone's living quarters. A small bed is set in the corner to the left. Next to the bed is a short table holding a leather-bound book, an inkpot, a stone key, and several scrolls. A small chair with velvet cushions sits before the table. On the wall to the right stands a weapons rack that holds a mace, two flails, and a light crossbow. A wooden chest rests below the rack.

Theldrick keeps this chamber as his quarters. He attends to his personal business here, but otherwise spends most of his time in the main temple at area 11.

The weapons on the rack have no special abilities or qualities, while the chest normally holds Theldrick's armor. If he is currently wearing this armor, the chest is empty.

The table holds the true items of interest here. The scrolls appear blank, but anyone who views them using *detect magic* sees a weak aura of universal magic. *Read magic* reveals writing in a strange script. A DC 40 Decipher Script check allows the PCs to crack the code. Otherwise, the must recover the codebook from the temple of Vecna (see area 27) in order to read the scrolls. When the PCs have cracked the code, give them Handout #1.

The book is Theldrick's record of the Ebon Triad's progress in the mines. Reading it over takes one hour. Read or give the players a copy of Handout #2 when they've read it. The book is written in Common.

The stone key opens the door that leads to the caves of Erythnul. It is marked with that god's holy symbol.

Creature: Theldrick is the high priest of the temple and commander of the Ebon Triad's military forces in the Dark Cathedral. He is a canny tactician and an eager fighter. One of his eyes is missing, and his face bears scars and burns from a battle against a young red dragon. He wears one of the dragon's talons as a necklace. His black armor has a crude holy symbol of Hextor scribed on its chest plate in dried blood.

Theldrick

THELDRICK CR 5

Male human cleric 5
LE Medium humanoid
Init +1; **Senses** Listen +3, Spot +3
Languages Common, Infernal

AC 23, touch 12, flat-footed 22
hp 47 (5 HD)
Fort +7, **Ref** +4, **Will** +7
Spd 20 ft.

Melee mwk heavy flail +7 (1d8+2) or dagger +5 (1d4+2/19–20)
Ranged mwk light crossbow +5 (1d8/19–20)
Base Atk +3; **Grp** +5
Combat Gear scroll of *dispel magic*, scroll of *spiritual weapon*, scroll of *bull's strength*, potion of *protection from arrows (DR 10/magic)*
Spells Prepared (CL 5th, CL 6th for evil spells):
3rd—*create food and water*, *magic vestment*[D], *summon monster III*
2nd—*aid*, *hold person* (DC 15), *sound burst* (DC 15), *spiritual weapon*[D]
1st—*bane* (DC 14), *bless*, *cure light wounds*, *divine favor*, *magic weapon*[D]
0—*create water*, *cure minor wounds*, *guidance*, *light*, *resistance*
D: Domain spell; Domains: Evil, War

Abilities Str 15, Dex 12, Con 16, Int 13, Wis 16, Cha 14
SQ rebuke undead, spontaneous casting (inflict spells)
Feats Combat Casting, Lightning Reflexes, Rapid Reload, Weapon Focus (heavy flail)[B]
Skills Concentration +11, Diplomacy +10, Knowledge (religion) +9, Spellcraft +9
Possessions combat gear, *+1 full plate*, heavy steel shield, masterwork heavy flail, masterwork light crossbow with 20 bolts, dagger, *ring of protection +1*, holy symbol of Hextor, pouch with 8 gp, key to area **10**, keys to chests in areas **9** and **10**

Tactics: If the PCs catch Theldrick in his room, he tries to surrender to buy time. He accuses the PCs of needlessly butchering his followers, and points out that their invasion of his domain is obviously illegal. In many ways, he is right. After all, the temple of Hextor has not yet broken any laws. Theldrick has taken care to avoid arousing any suspicion, and he has managed to keep the other two arms of the Ebon Triad in line. Lawful characters cannot simply murder him without just cause. He takes particular joy in taunting followers of Heironeous, calling them out on the cowardice of a sneaky assault, and scoffing that the PC's actions reflect poorly upon the mighty Invincible One. In the meantime, his followers prepare a counterattack. If the situation is dire, they flee to the temple of Erythnul for help. Regardless of the situation, Theldrick never leaves the cathedral without a fight. He uses his spells to escape, or orders his

followers to attack the PCs in the main cathedral area outside the elevator.

Treasure: The weapons rack holds a heavy mace, a light flail, a heavy flail, and a light crossbow. Theldrick keeps his personal treasure and trophies in a locked (Open Lock DC 25) chest beneath his bed. The chest contains 70 gp in a leather bag and a fist-sized gold bust of a dwarf wearing a gem-studded crown worth 2,400 gp.

11. Battle Temple of Hextor

This long, wide chamber is surrounded on three sides by a balcony perched twenty feet above the floor. Six torches equally spaced along the walls provide light. The side opposite the large, bronze doors features a sizable viewing box with a sloped floor and several ostentatious wooden chairs positioned to allow easy view of the chamber below. A huge statue of a six-armed humanoid clutching a bewildering array of weapons stands in the midst of the chamber. A fist-sized

Temple Organization

The temple of Hextor responds to intruders using a simple plan that focuses on driving opponents into the main temple, locking them in there, and attacking them from the balcony. The encounter areas above give some notes about the temple's plans, while this section provides an overview of how the Hextorites manage their defenses.

When the characters enter the temple, the skeletons in area **2** most likely alert the denizens of areas **3** and **4**. Even if the party sends a scout ahead, there are enough skeletons there to notice any heavily armored PCs.

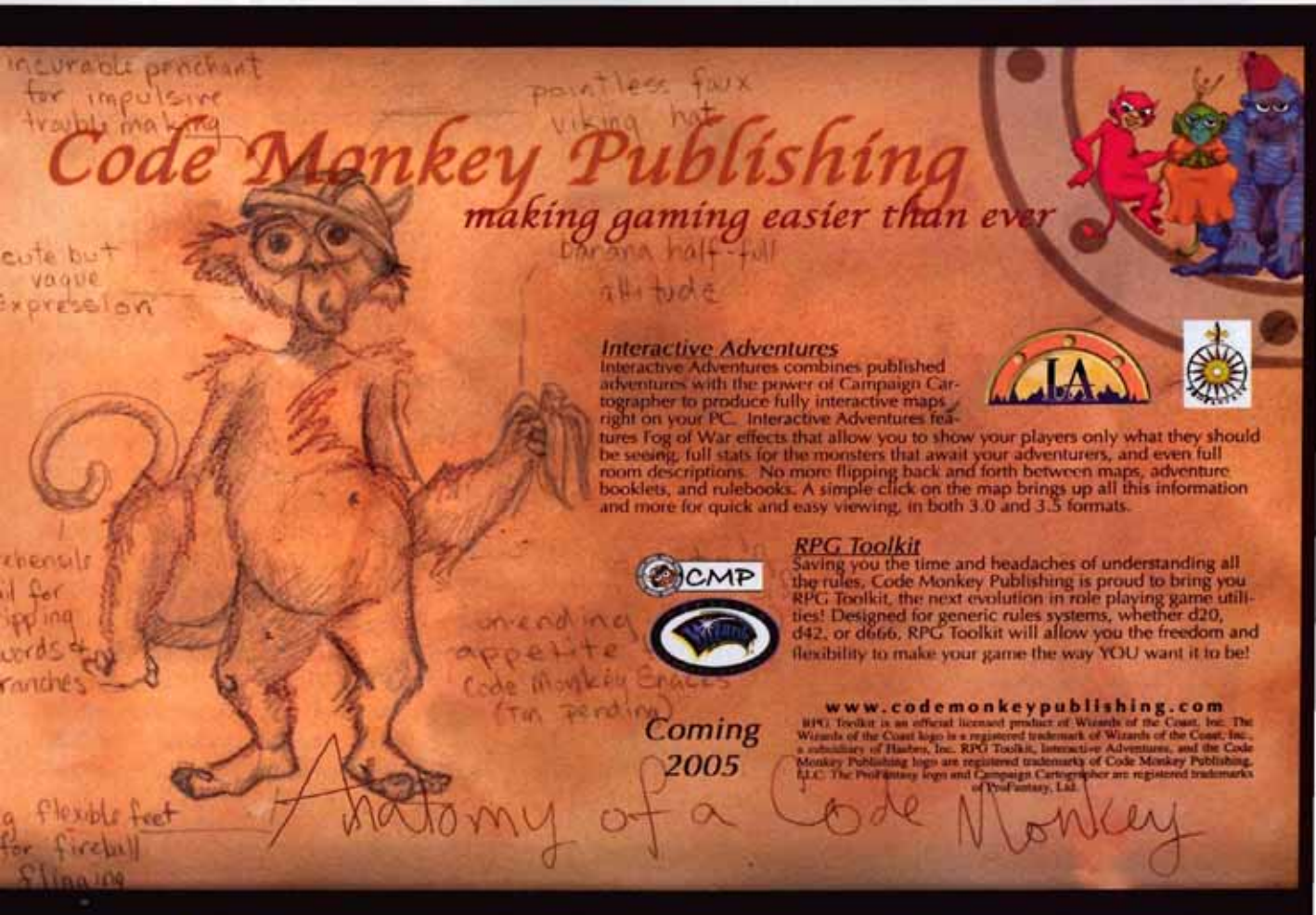
The guards in area **3** attempt to retreat down the hall to area **4**, where they can unleash Beast. The warriors in area **2** fight a delaying action to buy time for the rest of the complex. Once Beast engages the PCs, the rabble flees to area **11** to make their stand.

Meanwhile, the guards from area **3** link up with the guards in area **5**. Two of them barricade and guard the door that connects the corridor that runs from area **5** to the one leading to area **10**. One waits to the south to report on any successful attempts to breach the doors, while any other surviving guards join the clerics in areas **7** and **9**.

The clerics from areas **7** and **9** lead the zombies from area **8** to the upper balcony of area **11**, along with any surviving guards aside from those assigned to guard the door. There, they wait for the PCs to enter the chamber. If the PCs enter room **11**, the high priest Theldrick seals the door shut behind him using the room's controls. With the PCs trapped, the clerics rain spells upon them while the guards use their bows. The zombies attack anyone who attempts to climb to the upper balcony.

Consult the description of room **11** for a full breakdown of the Hextorites' tactics and plans for that chamber.

Keep in mind that just as the PCs' plans can fall apart, so too can the cultists' plans. If the PCs quickly slay Beast, they can probably rush forward to battle the guards before they can seal off the doors. The clerics prefer to let their minions wear down any opposition, while the guards, undead, rabble, and the dire boar Beast all fight to the death. If the PCs never enter area **11**, the clerics try to make their stand at area **8**.


Code Monkey Publishing
making gaming easier than ever
Interactive Adventures
Interactive Adventures combines published adventures with the power of Campaign Cartographer to produce fully interactive maps right on your PC. Interactive Adventures features Fog of War effects that allow you to show your players only what they should be seeing, full stats for the monsters that await your adventurers, and even full room descriptions. No more flipping back and forth between maps, adventure booklets, and rulebooks. A simple click on the map brings up all this information and more for quick and easy viewing, in both 3.0 and 3.5 formats.
RPG Toolkit
Saving you the time and headaches of understanding all the rules, Code Monkey Publishing is proud to bring you RPG Toolkit, the next evolution in role playing game utilities! Designed for generic rules systems, whether d20, d42, or d666, RPG Toolkit will allow you the freedom and flexibility to make your game the way YOU want it to be!
CMP
Coming 2005
www.codemonkeypublishing.com
Anatomy of a Code Monkey

red gem set in the statue's forehead glitters in the flickering light. A thick layer of sand covers the floor to a depth of a few inches. The walls are smooth, polished rock, while a crimson banner with the symbol of a black, gauntleted hand clutching six barbed arrows is set above the double doors leading into the bottom level of this chamber.

This is a battle temple dedicated to Hextor. Here, the faithful and heretics alike fight to the death for glory, honor, and the blessings of the Scourge of Battle. The clerics watch the battle from their sitting box while the other denizens of this place commonly gather along the balconies to take in the spectacle.

The walls along the arena floor are kept smoothed and polished, though a few cracks and pockmarks make climbing difficult but possible (DC 25 Climb check).

The statue in the center of the arena is nearly 20 feet tall. Unfortunately for the Hextorites, but luckily for the PCs, it is badly mounted on its pedestal. A single, strong push (DC 20 Strength check) sends it crashing down to the north. It slams into the balcony, creating a 10-foot-wide ramp to the upper level. The statue is difficult ground if anyone uses it as a ramp after it falls.

While most of the chairs in the viewing box are mundane, one is magical in nature. A large, wooden throne branded with the symbol of Hextor has three gems embedded in its armrests. One opens or closes the doors to the arena floor, the second one locks the doors, and the third unlocks the doors.

Treasure: The blood-red ruby set on the statue's forehead is worth 800 gp.

Development: The clerics of Hextor attempt to trap intruders in this chamber and defeat them from the safety of the balconies. The rabble from area 2 rallies here in an effort to draw the PCs into the chamber. The high priest Theldrick uses the temple's throne to close the door behind the PCs and lock it. He then casts *summon monster III* to unleash a fiendish ape against them, followed by whatever spells have the best chance of disabling the characters. Once he is out of offensive spells, he uses whatever magic he has left to enhance his defenses and abilities. He then relies on his crossbow or, if the situation is well in hand, descends to the arena floor to melee the PCs.

The temple guards, if any are in this area, use their bows against the party. The clerics from area 7 use the tactics outlined in that encounter area to harass the party.

PART THREE: THE CAVES OF ERYTHNUL

Unlike the other wings of the Black Cathedral, the caves of Erythnul are little more than natural fissures within the rock. The grimlocks who dwell here arrived several months ago at the behest of their leader Grallak Kur, a cleric who led his followers on an unholy pilgrimage through the Underdark. Dreams and visions sent by one of Erythnul's minions guided Grallak's steps until he arrived here. While the other factions distrust the grimlocks, they provide a convenient buffer between the forces of Hextor and Vecna.

The area behind the western door in area 1 opens into a natural cavern that winds down a flight of stairs to area 12.

Cave Features

The grimlocks lack both the time and the inclination to sculpt their environment. They dwell within the caves here, a series of winding passages punctuated by a large, U-shaped cavern. Travel through this area is difficult, as the party must contend with rough ground and sheer slopes. The grimlocks, accustomed to difficult travel through perilous terrain, navigate the caves with ease. The PCs are likely not as well adapted to the environment.

The caves are lightless, and the walls are rough and cracked, making them relatively easy (DC 10 Climb check) to scale. Unless otherwise noted, the cave floors are difficult terrain. They are pitted with shallow holes, rocks, and other debris that make travel difficult.

There are no doors, mundane or otherwise, in this area of the dungeon. The grimlocks lack the sophistication needed to construct them.

Grimlock Tactics

The caves are utterly dark. The grimlocks and their allies have no need for light. They take aim at any torches or lanterns the PCs carry, as they know of the chaos and fear that the dark strikes into surface dwellers. The article "Who's Afraid of the Dark?" from DRAGON issue #322 also provides advice and ideas for running encounters in the dark.

The grimlocks attack any lanterns or torches the characters carry. The typical torch or sunrod has hardness 5 and 2 hit points. Lanterns have hardness 10 and 5 hit points. If the grimlocks destroy a light source, it immediately goes out.

The grimlocks can also make ranged attacks to destroy a light source. See the rules for attacking carried or worn objects on *Player's Handbook* page 165. Remember that objects only take half damage from ranged weapons.

If the grimlocks manage to extinguish the party's light sources, they use ranged attacks to harass them from a distance. The grimlocks do their best to keep the PCs confused and engage in melee only if forced into it.

Unlike the Hextorites, the grimlocks are poorly organized. They tend to rush into battle with little planning, allowing the PCs to defeat them piecemeal. While they lack tactical and strategic cunning, they are still tough fighters who give and expect no quarter.

12. Stone Forest (EL 3)

A forest of stalactites and stalagmites fills this cavern. The rocky formations make it difficult to see far ahead, as they choke most of this natural cave. The steady, rhythmic splash of water dripping into a puddle echoes through the chamber. The ground here is rough and uneven.

The grimlocks use this chamber as a guardroom. A few of their warriors keep watch here, using the stalactites to conceal themselves against intruders. Envoys from the temple of Hextor announce their presence at this room's entrance and never proceed any further without permission. Thus, the grimlocks move to attack anyone who enters or attempts to sneak into this place.

The stalactites and stalagmites provide cover. Squares with stalagmites are difficult to move through, requiring 4 squares worth of movement to enter.

Creatures: Three grimlocks keep watch here. They wear loincloths and fight with crude, stone morningstars and javelins. Each has several small, sharp stones stitched into his flesh in the pattern of a five-pointed star. The pattern is the size of a human palm and is a crude representation of Erythnul's holy symbol favored by primitive tribes. A DC 25 Knowledge (religion) check reveals this information.

Grimlocks (3): AC 17, touch 11, flat-footed 16; hp 11 each; *Monster Manual* 140. These grimlocks fight with morningstars rather than battleaxes, and carry heavy wooden shields and three javelins each.

Tactics: The grimlocks attempt to hide behind the stalactites and stalagmites, granting them a +2 bonus on all Hide checks. Assume that they take 10 on their Hide checks, for a total Spot DC of 21, or 23 if the grimlocks do not have their shields readied. One grimlock stands near the chamber's exit and uses his javelins against the party. If his two allies fall, he runs to area 13 to the south to warn his brethren.

13. The Ledge (EL 4)

The corridor turns to reveal another room choked with rocky formations. Stalagmites and stalactites block the line of sight ahead. Like the last chamber, this place has a rocky, uneven floor of natural stone. It slopes downward, and here and there rivulets of water flow southward.

This place provides an entrance to the great, U-shaped cavern that the grimlocks inhabit. This cave is at the top of the U's left, upper edge. More information on this great cavern, and the dangers involved in navigating its sheer walls, is given in areas 14 through 17.

The grimlock kennel master, along with his two krenshar pets, stands guard here. The krenshars are kept in the area marked with a K on the map. The kennel master lurks at the edge of the chamber marked with a G.

The edge of this chamber is a cliff that drops 45 feet down. Iron spikes have been driven into the cliff face, making the Climb DC 10 to safely descend it.

At the eastern end of this chamber is a small campsite for the grimlocks who man the caves on this side of the horseshoe cavern. Ashes from a small fire along with several crude sleeping mats can be found here, marked with an A on the Caves of Erythnul map.

Creatures: The kennel master and his two krenshars fight to the death to protect this place. The krenshars cannot climb the slopes, and were transported here only after the grimlocks put together a crude litter to lift them. Thus, they have no place to run.

The gray-furred krenshars are underdark offshoots of their species. The kennel master wears a cloak fashioned from the fur of an gray-furred, subterranean dire ape. He wears a wolf skull mask painted red to resemble his pets' horrific visage.

Grimlock Kennel Master CR 2
Male grimlock fighter 1
CE Medium monstrous humanoid
Monster Manual 141
Init +1; **Senses** blindsight 40 ft.; Listen +2, Spot +2
Languages Common, Grimlock, Undercommon

AC 20, touch 11, flat-footed 19
hp 28 (3 HD)
Immune gaze attacks, visual effects, illusions
Fort +4, **Ref** +4, **Will** +2

Spd 30 ft.
Melee mwk battleaxe +8 (1d8+3/×3)
Ranged composite longbow +4 (1d8+3/×3)
Base Atk +3; **Grp** +6
Combat Gear *potion of cure light wounds*, 2 *potions of remove fear*

Abilities Str 16, Dex 12, Con 15, Int 13, Wis 9, Cha 10
SQ scent
Feats Skill Focus (Handle Animal), Toughness, Weapon Focus (battleaxe)
Skills Climb +3, Handle Animal +9, Hide +1, Listen +2, Spot +2
Possessions combat gear, studded leather armor, masterwork battleaxe, composite longbow (+3 Str bonus) with 20 arrows, pouch with 5 gp

Krenshars (2): 11 hp; *Monster Manual* 163.

Tactics: The kennel master attempts to hide at his location (Spot DC 21, assuming he takes 10 and with his +10 racial bonus for using Hide in a rocky setting). As the PCs enter the room, he moves to block the exit and calls out to his krenshars to attack. The krenshars use their scare ability to drive the PCs down the cliff to area **14** via the iron spikes pounded into the wall. While the grimlocks normally attack the PCs' light sources, here they leave them intact so that intruders affected by the krenshars can spot and use the spikes. The grimlocks want to drive their enemies deeper into their lair so that the archers in area **14** can pick them off as they climb.

Treasure: If the PCs make a DC 15 Search of the campsite they find four agates worth 50 gp each and a large ruby worth 200 gp.

14–17. The Horseshoe Cavern

The following encounter areas require a thorough familiarity with the rules for the Climb skill and falling. The PCs must navigate a cavern shaped like a horseshoe, first climbing down the cliff in area **14** while grimlock archers pelt them with arrows, then across the cavern floor (area **16**) while risking an attack from the chokers in that area, and then back up a cliff face to area **17**. The PCs might also take the short cut through area **15**, but they must then face the grimlock barbarian who guards that passage. However, that might be preferable to battling her while trying to climb to area **17** from the cavern floor.

The grimlocks use the terrain to their advantage. They remain out of melee range, preferring to use their ranged weapons to whittle down the party's strength. If possible, they retreat to lure the PCs into a false sense of security before quietly moving forward to attack as they climb one the area's cliff faces.

14. Descent into the Dark (EL 4)

A great pit drops into darkness. Crude, iron spikes have been driven into the cliff face, offering you a convenient path downward. The shaft's roof is fifteen feet above the cliff's edge. Jagged stalactites hang from the ceiling.

Note that the description above assumes that the party lacks darkvision or a light source that can illuminate the stone shelf below them. If the PCs can see the shaft's bottom (it's 45 feet below) they can see that the spikes form handholds all the way to the bottom. The shaft's floor is covered with loose debris, a few shattered stalactites, and a number of stalagmites.

Creatures: Two grimlock fighters armed with bows hide amidst the rocks and debris of the shelf below and across from area **13**. Even if the PCs' light source reaches them, the archers use their natural coloration and the broken stones and other debris to hide. If they take 10 on their Hide checks, the Spot DC to notice them is 28.

The grimlocks' ledge is accessible by a series of spikes driven into the wall (Climb DC 10) leading from the tunnel at area **15** to their perch. The shelf they stand upon runs the entire length of the cliff face opposite area three at the height shown on the map.

If the grimlocks wish to travel to area **13**, they throw a rope up to the kennel master, who then anchors it while they tie it down to the ledge.

Grimlock Archers (2) **CR 2**
Grimlock fighter 1
CE Medium monstrous humanoid
Monster Manual 141
Init 3; **Senses** blindsight 40 ft.; Listen –1, Spot –1
Languages Common, Grimlock, Undercommon

AC 20, touch 13, flat-footed 17
hp 25 (3 HD)
Immune gaze attacks, visual effects, illusions
Fort +4, **Ref** +6, **Will** +2

Spd 30 ft.
Melee club +5 (1d6+2)
Ranged mwk composite longbow +8 (1d8+2/×3) or
mwk composite longbow +6/+6 (1d8+2/×3)
Attack Options Rapid Shot, Point Blank Shot
Base Atk +3; **Grp** +6
Combat Gear three tanglefoot bags, 2 *potions of cure light wounds*

Abilities Str 14, Dex 16, Con 15, Int 10, Wis 9, Cha 6
SQ scent
Feats Point Blank Shot, Rapid Shot, Weapon Focus (longbow)
Skills Climb +7, Hide +8
Possessions combat gear, studded leather armor, club, masterwork composite longbow (+2 Str) with 40 arrows, 50 ft rope with grappling hook, pouch with 21 gp

Tactics: These two archers wait until no more than one or two PCs remain at area **13** before opening fire. They prefer to fire at PCs forced to clamber down the wall via the spikes. When a character starts to climb, one grimlock throws a tanglefoot bag at each climber while the other fires arrows. Remember to keep track of the archers' feats, particularly Point Blank Shot, and the range of their Blindsight ability (40 feet).

A character struck by a tanglefoot bag while climbing suffers its effects as normal. Determine his climbing speed and halve it for the bag's effects, if appropriate. If a character is trapped in place, he cannot continue to climb up or down, but he suffers the standard drawbacks for fighting and defending himself while climbing.

The archers continue to harass the party until the characters make it to the base of the shaft. While firing, they yell out in Grimlock to alert the guards nearby. The archers prefer to remain in their perch to catch the PCs by surprise if they attempt to retreat. As ranged specialists, they prefer to avoid melee at almost any cost.

Treasure: The two grimlocks have a set of fine, ivory dice they looted from a drow war party. The dice have small gems set in their faces to mark the Drow numerals on each side. They are worth 300 gp each.

15. The Tunnel (EL 4)

This cave is little more than a wide crack in the rocks. Five feet wide and perhaps six feet tall, it provides a jagged, twisty passage.

Use the Horseshoe Caverns diagram if the characters attempt to pass through this tunnel. The grimlocks use it to avoid their ex-allies in area **16**.

Fighting in the tunnel's enclosed space is difficult with larger weapons. Creatures larger than Medium must squeeze through parts the passage. Any Medium creature fighting with a one-handed or larger weapon suffers a –4 penalty on attacks for squeezing. Light weapons function without penalty.

The far end of the passage ends in a small, stone ledge with a crude rope bridge providing access to another narrow, rocky outcropping and a steeply sloped tunnel heading up and to the south.

Creatures: A single grimlock barbarian, a feral, wild creature, lurks within the passage. Normally, this brute waits near the tunnel's southern edge, but if she hears the sounds of battle from area **14** she moves into the passage to intercept any intruders.

This grimlock wears battered armor and wields two dull, rusty knives. Her hair is long, knotted, and grimy with dirt, mud, and dust. She has a haggard appearance, with a gaunt, ropey physique.

Grimlock Barbarian **CR 4**
Female grimlock barbarian 3
CE Medium monstrous humanoid
Monster Manual 141
Init +2; **Senses** blindsight 40 ft.; Listen –1, Spot –1
Languages Common, Grimlock

AC 20, touch 12, flat-footed 18; uncanny dodge
hp 44 (5 HD)
Immune gaze attacks, visual effects, illusions
Fort +5, **Ref** +6, **Will** +3

Spd 40 ft.
Melee mwk dagger +10 (1d4+3/19–20) or mwk dagger +8 (1d4+3/19–20) and mwk dagger +8 (1d4+1/19–20)
Ranged sling +7 (1d4+3)
Base Atk +5; **Grp** +8
Atk Options rage 1/day
Combat Gear *potion of bull's strength, potion of cat's grace, 2 potions of cure light wounds*

Abilities Str 16, Dex 15, Con 15, Int 8, Wis 9, Cha 7
SQ scent, trap sense +1
Feats Two-Weapon Fighting, Weapon Focus (dagger)
Skills Climb +11, Hide +8

Possessions +1 *studded leather armor*, 2 masterwork daggers, sling with 10 bullets, pouch with 21 gp

Rage (Ex): While she is raging, the grimlock barbarian's stats change as follows:
hp 54
AC 18, touch 10, flat-footed 16; uncanny dodge
Melee mwk dagger +12 (1d4+5/19–20) or mwk dagger +10 (1d4+5/19–20) mwk dagger +10 (1d4+2/19–20)
Ranged sling +7 (1d4+5)
Grp +10
Fort +7, **Will** +5
Abilities Str 20, Con 19
Skills Climb +13

Tactics: The grimlock lurks in the passage waiting for approaching PCs if she hears the sounds of battle from area 14. Otherwise, she keeps watch at the base of the rope bridge to area 12. If she spots PCs below her in area 16, she waits until they battle the chokers. If they defeat them, she quaffs her *potion of bull's strength*, rages, and then leaps down upon them, taking 2d6 falling damage. In her lust for battle, she pays little mind to such incidental injuries.

Treasure: In addition to her equipment, the barbarian has several trophies from a drow priestess that she slew. In a bloodstained burlap sack are 200 gp, the preserved head of a female dark elf, and a *wand of cure light wounds* (34 charges).

16. Choker Tunnels (EL 4)

The cavern's floor is choked with loose rubble, fallen stalactites, and other debris. Here and there, stalagmites poke up through the loose rocks. Ahead, a ten-foot-wide passage opens in the far wall.

The passage is 10 feet wide and nearly 8 feet tall. If the characters enter the area beyond, read or paraphrase the following.

The passageway emerges at the base of another shaft. A large pile of rocks and stony debris is piled in the corner ahead, while above, a crude rope bridge links a stone shelf almost directly overhead to a second shelf set thirty feet up on the opposite wall.

In their religious fervor to reach this place, the grimlocks were forced to tunnel through several feet of rock. When they reached this shaft, they pushed the accumulated debris down it. The debris pile is both difficult ground and a steep slope. Thus, it costs 4 squares of movement to enter each square it covers.

Creatures: A pair of chokers hides in this area. The grimlocks drove them from their original lair to this pit. Thus far, they have managed to survive on rats and other vermin, but eventually starvation will do them in. They hide in the debris pile and lash out at any character that draws close. Their hunger drives them to attack, even if they are outnumbered.

Chokers (2): hp 16, *Monster Manual* 34.

Tactics: The two chokers fight to the death. They attempt to hide at the top of

the pile, next to the shaft's wall, and watch the PCs' movements. If a character draws within reach, they attack. Otherwise, they wait until the PCs attempt to climb the wall. At that point, they attack.

Treasure: The chokers hide the remains of their past victims within the debris pile. Here, a DC 15 Search check uncovers the gnawed bones of two grimlocks along with a broken morningstar, a leather necklace set with four rubies worth 200 gp, and a cold iron longsword.

17. The Bridge (EL 3)

The rope bridge sways slightly, stirred by the almost imperceptible movement of air in this cavern. It consists of three lengths of rope arranged in a V-shape. The lower point of the V serves as a foothold, while the upper arms allow one to hold steady as they cross.

While the rope bridge appears fragile, the grimlocks took care to ensure that it is sturdy enough to hold them. Crossing the bridge is a slow, deliberate process at best. The bridge sways precipitously, while the rope has an unnerving tendency to creak and shudder as it bears weight.

Characters can move across the bridge at one quarter their normal speed without making a Balance check. A PC who wants to move at half speed must make a DC 10 Balance check. Moving at full speed requires a DC 15 Balance check. Increase these checks by +5 if the PCs only use one hand to steady themselves, or by +10 if they use no hands.

On a failed Balance check, a PC makes no progress. If the check is failed by 5 or more, the character falls from the bridge and suffers the appropriate falling damage. If the chokers in area **16** are still active, they move to attack.

Creatures: The three grimlocks on guard duty here wait a few feet up the passage on the far side of the shaft. They are unnerved by the feral grimlock at area **15** and prefer to remain out of sight. If they hear anyone crossing the bridge, they move out to defend the ledge.

Grimlocks (3): AC 17, touch 11, flat-footed 16; hp 11 each; *Monster Manual* 140. These grimlocks fight with morningstars rather than battleaxes, and carry heavy wooden shields and three javelins each.

Tactics: The grimlocks throw their javelins at anyone on the bridge and in range of their blindsight. If two grimlocks fall, the third one attempts to flee and warn its allies in area **18**.

The grimlocks would rather not damage the bridge, as it took many hours of intensive labor to build it. However, they may attempt to disturb it to send the PCs tumbling to the cavern floor. As a full-round action, two grimlocks adjacent to the bridge can grab and shake it. Any PCs on the bridge must make a DC 10 Reflex save to avoid being shaken off the bridge.

18. Cliff Chamber (EL 3)

The roof of this large cavern glistens twenty feet above and is traced with faint veins of iron ore. The quarters here are tight and cramped. Barely ten feet to the east, the cavern floor rises up into a nearly vertical slope.

This rough, uneven chamber consists of a series of sharp slopes leading upward. Each contour line on the map represents about a ten-foot rise. The characters can climb these slopes with a DC 5 Climb check.

Creatures: Two grimlocks stand guard here just outside room **19**. Unless alerted, they pay little attention to their duties. They wrestle, sharpen their weapons, and talk loudly, granting them a –5 penalty on all Listen and Spot checks.

Grimlocks (2): AC 17, touch 11, flat-footed 16; hp 11 each; *Monster Manual* 140. These grimlocks fight with morningstars rather than battleaxes, and carry heavy wooden shields and three javelins each.

Tactics: The grimlocks try to use their longspears to attack PCs as they climb the sharp slopes in this chamber. Once they spot intruders, they shout for help. The monsters in areas **19** and **20** arrive in 1d6 rounds. Roll separately for each area.

3am Games™

Forging Adventure with

A Collection of Fantastic Weapons

The latest book from 3am Games features 150 weapons, each with its own history, unique powers, and statistics for low, medium, and high power levels. Every weapon is printed on its own page and beautifully illustrated to add new levels of richness to your campaign.

Ask for it at your local gaming store or visit us on the web at

www.3amgames.com

"3am Games" and the 3am Games logo are trademarks of 3am Games, Inc.

19. Common Chamber (EL 5)

The scent of rotting meat and offal fills the air here. Moldering furs, crude bedrolls, and other signs of a campsite cover the floor of this large, natural cave. Spears and crude axes are piled near the entrance to the left, along with a disorganized stack of shields.

The grimlocks use this place as a general barracks. Normally, six of them rest here in between their guard duties in the outer areas of the cave. These grimlocks, like the guards in area **18**, do not expect trouble. They suffer a –5 penalty on Listen and Spot checks as they argue, eat, or sleep.

Creatures: The six grimlocks do not carry their weapons. They must stop to pick them up on their way out of this room. If the PCs enter this room without alerting the guards, the grimlocks are unarmed.

Grimlocks (6): AC 17, touch 11, flat-footed 16; hp 11 each; *Monster Manual* 140. These grimlocks fight with morningstars rather than battleaxes, and carry heavy wooden shields and three javelins each.

Tactics: The grimlocks fight to the death. They are fanatics to Erythnul's cause and are ready to die to protect their leader. They consider him a revered prophet.

Treasure: The grimlock warriors keep their personal treasure here, hidden in a variety of small nooks and hollows. There are four treasure caches in the room. Each requires a DC 20 Search check to uncover. The first cache contains a jade figurine of Erythnul worth 200 gp, the second holds 50 gp in coins, the third has three garnets worth 50 gp each, and the fourth contains a silver necklace set with three gems worth 100 gp.

20. Chieftain's Lodge (EL 4)

This chamber presents a macabre sight. A bewildering variety of humanoid and monstrous skulls are mounted on the walls just outside this chamber with crude, iron spikes. The chamber beyond is a small, cramped space that smells strongly of damp earth. A great pile of furs and blankets lies in the center of the room.

If the PCs manage to slip past the guards in area **18**, the chieftain is here feasting on a fistful of hallucinogenic mushrooms. He sits atop his pile of bedding, jabbering and howling in Grimlock.

Creatures: The grimlock chieftain is a fearsome warrior, though his mind is almost utterly sundered. In his fanatical drive to achieve religious enlightenment, he has taken to ingesting massive amounts of psychotropic fungi. He believes that the PCs are heralds of Erythnul sent to test him. As he attacks, he screams taunts at them in Common and bids them to carry his regards to Erythnul.

The chieftain's body is covered with ritual scars and tattoos. They form a pattern of a holy symbol of Erythnul on his chest. His head is shaved bare, while his ears are studded with crude bone piercings.

GRIMLOCK CHIEFTAIN **CR 4**
Male grimlock barbarian 3
CE Medium monstrous humanoid
Monster Manual 141
Init 2; **Senses** blindsight 40 ft.; Listen –2, Spot –2
Languages Common, Grimlock

AC 21, touch 12, flat-footed 19
hp 49 (5 HD)
Immune gaze attacks, visual effects, illusions
Fort +6, **Ref** +6, **Will** +2

Spd 40 ft.
Melee mwk greataxe +11 (1d12+6/×3)
Base Atk +5; **Grp** +9
Atk Options rage 1/day

Combat Gear *potion of cure light wounds*
Abilities Str 18, Dex 15, Con 16, Int 10, Wis 6, Cha 10
SQ scent, trap sense +1
Feats Power Attack, Weapon Focus (greataxe)
Skills Climb +12, Hide +5, Intimidate +8, Move Silently +5
Possessions +1 *mithral shirt*, masterwork greataxe, pouch with 30 gp

Rage (Ex): While he is raging, the grimlock chieftain's stats change as follows:
hp 59
AC 19, touch 10, flat-footed 17; uncanny dodge
Melee mwk greataxe +13 (1d12+6/×3)
Grp +11
Fort +8, **Will** +4
Abilities Str 22, Con 20
Skills Climb +14

Tactics: The chieftain is a simple, brutal warrior and a bully at heart. He seeks out the weakest-looking character and charges him in melee, ignoring other targets and even taking attacks of opportunity to pursue his chosen victim.

Treasure: The chieftain keeps his treasure mingled amidst his bedding. His personal cache consists of 4 rubies worth 100 gp each, 150 gp in coins kept within a leather pouch, a jeweled statuette of a drow warrior worth 450 gp, and a *Heward's handy haversack*.

21. Temple to Erythnul (EL 6)

This long passage through the rocks winds down and down, deeper into the ground. It curves ahead like a spiral. The air grows musty and sickening with the scent of rotting flesh. Eventually, the passage opens into a wide cavern, where it ends at the top of a short cliff that stands ten feet above the cave floor below. From ahead, the dim glow of a lantern or small fire casts a dull, red glow.

This place is the domain of Grallak Kur, the prophet of Erythnul who led the grimlocks on their unholy pilgrimage to this place. Grallak spends his time here deep in meditation, communing with Erythnul to learn that dreaded god's wishes. Already, Grallak's divine insights have greatly helped the temple of Vecna in its quest to raise the Ebon Aspect from the pool in area **1**.

In order to ensure his tribe's dedication to the Ebon Triad, Grallak Kur collapsed the passage that once led out of this cavern deeper into the Underdark, blocking any chance of escape.

Creatures: Grallak perches atop a small stone ledge 10 feet above a smoldering fire. He tosses strange powders and mushrooms onto the fire. As he inhales the burning fumes, Erythnul's visions come to him. His three servants, a trio of grimlock warriors, watch over him and tend to the fire. One keeps watch on the entrance to the temple. The grimlocks are under strict orders to never disturb Grallak. Thus, the guards assume that intruders are at hand if anyone approaches.

Grallak keeps a knotted rope anchored to his ledge. If he must climb down, he uses a move action to drop the rope to the floor, then clambers down (Climb DC 5).

Grallak has sewn preserved eyes of a beholder into his empty eyesockets, giving him the strange, wide-eyed look of a madman. His hair is cut short and dyed red, while a holy symbol of Erythnul is branded into his chest. His teeth are filed into fang-like points.

His three guardians are the most fanatical worshipers of Erythnul among the grimlocks. They wear bronze masks that resemble holy symbols of Erythnul, while their flesh is studded in dozens of places with small, sharp bone piercings.

Grallak Kur **CR 5**
Male grimlock cleric 4
CE Medium monstrous humanoid
Monster Manual 140
Init +5; **Senses** blindsight 40 ft.; Listen +4, Spot +4
Languages Common, Grimlock

AC 22, touch 11, flat-footed 21
hp 56 (6 HD)
Immune gaze attacks, visual effects, illusions
Fort +7, **Ref** +5, **Will** +11

Spd 30 ft.
Melee mwk morningstar +10

Grallak Kur

Labyrinth of Vecna
N
27
25
26
23
24
W
22
Group 1
Group 2
Group 3
One square = 5 feet

(1d8+3)
Base Atk +5; **Grp** +8
Combat Gear *potion of cure light wounds*
Spells Prepared (CL 4th):
2nd—*hold person* (DC 16), *invisibility*[D], *sound burst* (DC 16), *spiritual weapon*
1st—*cause fear* (DC 16), *divine favor*, *entropic shield*, *magic weapon*[D], *obscuring mist*
0—*create water*, *cure minor wounds*, *detect magic*, *resistance*, *virtue*
D: Domain Spell; Domains: Trickery, War
Abilities Str 16, Dex 12, Con 16, Int 10, Wis 18, Cha 12
SQ rebuke undead, scent, spontaneous casting (inflict spells)
Feats Combat Casting, Improved Initiative, Spell Focus (necromancy), Weapon Focus (morningstar)[B]
Skills Climb +4, Concentration +12, Knowledge (religion) +3
Possessions combat gear, *+1 banded mail*, masterwork morningstar, *brooch of shielding* (82 points), pouch with 42 gp, silver key

Grimlocks (6): AC 17, touch 11, flat-footed 16; hp 11; *Monster Manual* 140. These grimlocks fight with morningstars rather than battleaxes, and carry heavy wooden shields and three javelins each.

Tactics: The three grimlock guards use their longspears to hold off the characters. The guards adopt a position to attack the PCs while the characters must climb down the sharp slope to the cavern floor. Grallak Kur uses his magic to harass the PCs. He starts with *entropic shield* to protect against ranged attacks, then uses *spiritual weapon* and *hold person* on the party, targeting the former against a lightly armored spellcaster and the later against any tough-looking warriors. He then follows that with a mix of *cause fear* and *sound burst*. If he must venture into melee, he prefers to use *divine favor* and *invisibility* to boost himself as he moves to attack.

Treasure: Grallak Kur keeps his treasure hidden behind a large rock wedged into a corner of the room. Uncovering it requires a DC 20 Search check. His cache consists of 500 gp in coins, a silver holy symbol of Lolth worth 200 gp despite the great hacks and gashes cut into it, a pearl necklace worth 400 gp, and a *rope of climbing*.

In addition, Grallak carries two scrolls that summarize his latest visions. They are written in Common, as they are meant for the Faceless One, but the rambling, disjointed style is difficult to comprehend. A DC 10 Decipher Script check uncovers their basic intents. The letters state that a great power stirs, and that a swarm of worms is at hand. It speaks of a power growing in the pool of the Dark Cathedral, a power that will serve the Ebon Triad as a champion, but that a still greater force drives the power of evil forward. One passage in particular stands out: "At last the will of the Ebon Triad be done. With the return of great Kyuss, the Age of Worms is finally upon us!"

PART FOUR: THE LABYRINTH OF VECNA

The Faceless One and his followers knew that they had uncovered one of Vecna's great secrets when they discovered this strange labyrinth directly north of the Overgod's bubbling pool. Powerful magic flows through this place, and the Faceless One suspects that at one time in the distant past Vecna himself dwelled within these halls.

The labyrinth of Vecna is a twisting series of passages honeycombed with secret doors. These portals open easily for Vecna's worshipers, but heretics are unlikely to find them without an extensive search. With luck and diligence, the PCs can find the secret doors that lead to the labyrinth's inner sanctum.

Labyrinth Features

The passages here are smooth, expertly crafted stone hallways and chambers. The doors are made of stone and are set on perfectly aligned hinges that allow them to open noiselessly.

The doors have hardness 8, 30 hit points, and a break DC of 30. The secret doors found throughout this area have the same stats. A worshiper of Vecna can find them automatically—the magic of this place makes the door obvious to the faithful. They hear lingering whispers in a strange, primordial tongue that pulls their attention to the hidden doors. More impressively, a worshiper of Vecna can cause these doors to open and close by merely willing it to be so. A Vecna cultist may open or close one door in this manner per round as a free action. Nonbelivers must make a DC 25 Search check to find the doors, and must take move actions to open them.

Inner Sanctum Features

Areas 23 through 27 of this portion of the dungeon comprise the inner sanctum of Vecna. These chambers are well-built, with smooth, polished floors and expertly crafted features. The doors and secret doors are as described above. In addition, these rooms are lit by *continual flame* spells cast upon the walls at 20-foot intervals.

22. The Labyrinth (EL Varies, see below)

A smooth, gray, stone corridor stretches about thirty feet ahead before it comes to an intersection. The stonework here is smooth and expertly crafted.

This portion of the Dark Cathedral requires a bit of explanation. It consists of a maze inhabited by a small band of kenku rogues, sinister bird-men often associated with Vecna. These cultists defend the inner sanctum to the death. When they notice that heretics have entered their domain, they use the secret doors honeycombed through this area to surround and attack intruders from all sides.

The labyrinth is intentionally sized so that you can fit the entire thing on the typical battlemat. The black and white side of the battle grid bound into the *Dungeon Master's Guide* is big enough to fit the entire maze. If you use a different grid, it should be 28 by 19 squares to fit the entire maze. Check the map to ensure that you place the starting point

at the right place to map the entire maze. You should start the PCs at the 10th square from the left corner, along the long edge of the grid.

The "Labyrinth Features" section above details the secret doors and mundane doors found in this area.

The three chambers marked Group 1, Group 2, and Group 3 are campsites for groups of kenkus. Each of these rooms has bed rolls, crates of food, barrels of water, and other supplies. The labyrinth's dire weasel guardians start in the area marked W.

Creatures: Four groups of monsters inhabit the labyrinth, three small bands of kenkus and a pair of dire weasels trained to patrol the maze. Each group is treated as a separate encounter.

Group 1 (EL 4): These six kenku rogues are charged with watching over the entrance to the labyrinth. They use a small peep hole in the secret passage east of their campsite to watch the entrance.

Labyrinth Denizens (6) **CR 1**

Kenku rogue 1
NE Medium humanoid (kenku)
Monster Manual III 87
Init +4; **Senses** low-light vision; Listen +5, Spot +5
Languages Common, Goblin, Kenku

AC 17, touch 14, flat-footed 13
hp 7 (1 HD)
Fort +1, **Ref** +6, **Will** +1

Spd 30 ft.
Melee club +0 (1d6) and claw –5 (1d3)
Ranged mwk light crossbow +5 (1d8/19–20)
Base Atk +0; **Grp** +0
Atk Options sneak attack +1d6, great ally
Combat Gear *potion of shield of faith (+2)*, vial of alchemist's fire

Abilities Str 10, Dex 18, Con 12, Int 13, Wis 12, Cha 10
SQ mimicry, trapfinding
Feats Rapid Reload
Skills Bluff +5, Disable Device +5, Hide +10, Listen +5, Open Lock +8, Move Silently +10, Search +5, Spot +5, Tumble +8
Possessions combat gear, masterwork studded leather, club, masterwork light crossbow with 20 bolts, 5 sunrods, pouch with 7 gp

Great Ally (Ex): When successfully aided on a skill check or attack roll by an ally, or when aiding another, a kenku applies or gains a +3 bonus on its check or attack roll. Furthermore, a kenku gains a +4 bonus on attack rolls against an opponent flanked by an ally.
Mimicry (Ex): A kenku can perfectly mimic familiar sounds, voices, and accents. This ability does not enable the kenku to speak languages it can't normally speak. To duplicate a specific individual's voice, a kenku makes a Bluff check. A listener familiar with the voice being imitated must succeed on an opposed Sense Motive check to discern that the voice isn't genuine.

Group 2 (EL 4): A second group of six kenku rogues serves as backup to group 1. They move out to stalk the maze if they receive word of trouble from their brethren.

Labyrinth denizens (6): hp 6; see stat block above.

Group 3 (EL 6): This band of kenku includes the kenku leader, his sorcerer lieutenant, and 2 rogues. If the kenku leader hears word from groups 1 or 2, he moves his followers to the secret doors just south of the inner sanctum to ambush anyone who comes too close to the secret chambers.

Kenku Boss **CR 4**

Male kenku rogue 4
NE Medium humanoid (kenku)
Monster Manual III 87
Init +4; **Senses** low-light vision; Listen +9, Spot +9
Languages Common, Goblin, Kenku

AC 17, touch 14, flat-footed 13; uncanny dodge
hp 26 (4 HD)
Fort +3, **Ref** +8, **Will** +3; evasion

Spd 30 ft.
Melee club +3 (1d6) and claw –2 (1d3)
Ranged mwk light crossbow +7 (1d8/19–20)
Base Atk +3; **Grp** +3
Atk Options Point Blank Shot, sneak attack +2d6, great ally
Combat Gear *necklace of fireballs* (type I: 1 5d6, 2 3d6 *fireballs*), *potion of shield of faith (+2)*, vial of alchemist's fire

Abilities Str 10, Dex 18, Con 14, Int 13, Wis 14, Cha 10
SQ mimicry, trap sense +1, trapfinding
Feats Rapid Reload, Point Blank Shot
Skills Bluff +8, Disable Device +8, Hide +13, Listen +9, Open Lock +11, Move Silently +13, Search +8, Spot +9, Tumble +11
Possessions combat gear, masterwork studded leather, club, masterwork light crossbow with 20 bolts, *elixir of hiding*, *elixir of sneaking*, *elixir of vision*, 5 sunrods, pouch with 7 gp

Great Ally (Ex): When successfully aided on a skill check or attack roll by an ally, or when aiding another, a kenku applies or gains a +3 bonus on its check or attack roll. Furthermore, a kenku gains a +4 bonus on attack rolls against an opponent flanked by an ally.
Mimicry (Ex): A kenku can perfectly mimic familiar sounds, voices, and accents. This ability does not enable the kenku to speak languages it can't normally speak. To duplicate a specific individual's voice, a kenku makes a Bluff check. A listener familiar with the voice being imitated must succeed on an opposed Sense Motive check to discern that the voice isn't genuine.

Kenku Lieutenant **CR 2**

Kenku sorcerer 2
NE Medium humanoid (kenku)
Monster Manual III 87
Init +3; **Senses** low-light vision; Listen +6, Spot +3
Languages Common, Kenku

AC 13, touch 13, flat-footed 10
hp 8 (2 HD)
Fort +1, **Ref** +4, **Will** +4

Spd 30 ft.
Melee club +1 (1d6) and claw –4 (1d3)
Ranged mwk light crossbow +5 (1d8/19–20)
Base Atk +1; **Grp** +1
Atk Options Point Blank Shot, great ally
Combat Gear *wand of magic missiles* (38 charges), *Quall's feather token (whip)*, *potion of shield of faith (+2)*, vial of alchemist's fire
Spells Prepared (CL 2nd; +4 ranged touch):
1st (5/day)—*grease* (DC 13), *ray of enfeeblement*
0 (6/day)—*acid splash*, *daze* (DC 12), *dancing lights*, *detect magic*, *light*

Abilities Str 10, Dex 16, Con 12, Int 10, Wis 12, Cha 14

SQ mimicry, summon familiar (bat)
Feats Alertness (as long as familiar is in arm's reach), Point Blank Shot
Skills Concentration +3, Hide +7, Listen +4, Move Silently +7, Spot +3
Possessions club, masterwork light crossbow with 20 bolts, 2 *Quall's feather tokens (bird)*, 5 sunrods, pouch with 32 gp

Labyrinth denizens (2): hp 6; see stat block above.

The Weasels (EL 4): Two crafty dire weasels patrol the passages. If they catch the scent of any non-kenkus, they sound a horrific shrieking call before charging into battle. Make Listen checks for any kenkus in the area. They move to ambush the attackers if they hear the attack.

Dire Weasels (2): hp 13; *Monster Manual* 65.

Tactics: The kenkus rely on stealth to overcome their foes. They use Hide and Move Silently to stalk the labyrinth, and move toward any light sources they spot. A group typically moves in trios, with two kenkus hiding while the third uses his mimicry ability to lure the PCs ahead or drive them into an ambush.

The kenkus duplicate the PCs' voices, or create the sounds of a humanoid in distress to draw the PCs into an attack. They can mimic the dire weasel's shrieks, and they have also heard enough of the Beast (the Hextorites' dire boar) to mimic it. In general, assume that the kenkus can mimic any creature of CR 4 or lower.

Managing this encounter requires a fair amount of work. It is best to make a copy of the map that you can use to track the kenkus' movement. If your battle grid is large enough, you can draw the maze for the PCs as they move along. While this might not be realistic, since it gives the players a bird's eye view of the portions of the maze they have explored, it makes it far easier to keep track of everything.

Keep track of the monsters' initiative, movement, and so forth as normal. They should make Spot and Listen checks to track the PCs, though if the characters have a light source the kenkus can spot them with ease. The kenkus never use light unless the party travels in darkness. In that case, they light torches and throw them away from their position to give themselves sufficient light to fight by without revealing themselves.

Since the kenkus rely on stealth and careful teamwork, they do not simply mob the party. Instead, each group in turn attempts to defeat the PCs. The corridors in the labyrinth are too narrow for more than a few kenkus to effectively work together.

Treasure: The three groups each keep their treasure in the rooms they use as quarters.

Group 1 has a total of 300 gp in coins scatted about their bedrolls and camping gear. Group 2 has another 200 gp in coins, along with a small lockbox (Open Lock DC 20) that holds two

small diamonds worth 100 gp each. Group 3 has another 300 gp and a pair of *eyes of the eagle* kept hidden within a hollow in the floor of their chamber (Search DC 20).

23. Outer Sanctum

This ten-foot-wide, L-shaped passage is broken up by a series of slender, marble columns that run down its center. Strange patterns of wispy green veins writhe and undulate within the stone. The floor here consists of square, bone-white tiles that measure about a foot across. The walls are made of a dull gray marble covered with strange, circular bulges in an irregular pattern.

This is the outer sanctum of the temple of Vecna. This place was created thousands of years ago, when Vecna was still a living mortal being. When he made his relatively recent transformation to divinity, many sites where he spent time in his mortal life (including this one) surged with divine energy. Once, Vecna used this place to conduct unholy experiments. Now, his followers seek to recreate his works.

The pattern of green energy within the columns is a physical manifestation of the arcane and divine powers that surge through this place. Anyone who closely inspects a column must make a DC 16 Will save or slip into a catatonic state. Anyone affected by the columns hears strange, whispering voices in his mind that seem to hint of great power and sinister mysteries. The victim is rendered helpless for 2d4 minutes. At the end of this time, he awakes from his strange state and suffers 1d4 Wisdom damage.

The strange bulges on the walls conceal human eyes embedded into the stone. If anyone other than a Vecna worshiper casts a divine or arcane spell of any level within the outer sanctum, the bulges open to reveal human eyes that dart back and forth, alerting all of Vecna's cultists in this temple of the intrusion. In 1d4 rounds, the guardians from area **26** and **27** arrive to confront the PCs. In 2d10 rounds, any surviving kenkus from the labyrinth (area **22**) enter this area to repel the intruders.

Tactics: The tactics entries in areas **22**, **26**, and **27** cover the particulars of the monsters that might come here to attack the PCs. In general, Vecna's cultists fight to protect the wizards of this place, leaving them free to rain spells upon the enemy.

24. Storage Chamber

Boxes and crates fill this room, leaving only a narrow alley to cross. Kegs of water, boxes of rations, and other mundane gear are arranged in neat, orderly piles.

This place serves as a central storage point for the Vecna cult. Both the kenkus in area **22** and the denizens of the inner sanctum draw from it. Creatures of less than Small size can move along the pathway through the boxes and crates without penalty. Small and Medium creatures must squeeze, while larger creatures cannot fit into the room.

A successful DC 20 Search check uncovers any item from the *Player's Handbook* worth less than 5 gp. There are no weapons or armor stored here, and no more than five of any given piece of equipment aside from food and water.

Even more interesting, such a Search check reveals telltale evidence that link these goods to Balabar Smenk. The crates and boxes are branded with his trading company's sign, a rampant rooster perched upon a large gold coin.

25. Acolytes' Chamber

This room is cramped with two sets of bunk beds, a small writing table, and several stools. A single torch casts light across the room from a sconce between the beds.

The acolytes of Vecna bunk here. Normally, two of them remain in the inner sanctum while the other pair assists the Faceless One with his work within the laboratory (area **27**). The acolytes have no treasure aside from the arcane items they carry.

26. The Inner Sanctum (EL 4)

An acrid, almost metallic stink fills the air of this chamber. The walls here consist of a strange, green rock with purple veins that writhe and dance within it. Six black pillars form two rows along the length of this chamber. They have a tar-like appearance, and what looks like human hands push at their surfaces from within, as if a crowd of humanoid creatures was trapped within each one. A plain, basalt altar rests at one end of the chamber.

This unholy place was one of Vecna's lairs in his mortal days. Now, it is a chapel to his blasphemous faith.

The pillars hold within them the trapped souls of those sacrificed within this temple. If the PCs have the opportunity to inspect them, the pillars consist of a thick, gummy, tar-like substance, and the hands that strain to escape from them are all left hands. Anyone who enters a square occupied by a pillar comes under attack from the desperate spirits trapped within. The pillar attacks with a +6 bonus. On a successful attack, the target cannot leave the square until he beats the pillar's +11 grapple check. A pillar can only grasp one creature at a time.

The energy that dances along the walls casts a strange, eldritch light across this chamber. Any nonworshiper of Vecna who stares at it for more than a round must make a DC 15 Will save or suffer 1d4 Wisdom damage as his mind is overwhelmed with strange, fragmented shards of cosmic secrets beyond mortal comprehension.

The unholy energy of this place grants undead turn resistance +4. This bonus stacks with any turn resistance the undead might already possess.

Creatures: Two acolytes of Vecna and an allip occupy the Inner Sanctum. The allip is a spectral figure clad in wizard's robes. The robe's hood completely conceals the figure's face, leaving it a black void. The two acolytes are humans wearing ragged, purple robes. They fight to the death to protect the Inner Sanctum, though if possible one runs to area **27** to warn the Faceless One of the intrusion.

Acolytes of Vecna (2) CR 2

Male human wizard 2
NE Medium humanoid
Init +6; **Senses** Listen +2, Spot +4
Languages Common, Draconic, Infernal, Kenku

AC 12, touch 12, flat-footed 10
hp 10 (2 HD)
Fort +4, **Ref** +2, **Will** +3

Spd 30 ft.
Melee dagger +1 (1d4/19–20)
Ranged dagger +3 (1d4/19–20)
Base Atk +1; **Grp** +1
Combat Gear *potion of protection from arrows (10/magic), potion of fox's cunning, potion of shield of faith (+3), potion of gaseous form*, scroll of *scorching ray*, scroll of *web*
Spells Prepared (CL 2nd, +3 ranged touch):
1st—*burning hands* (DC 14), *color spray* (DC 14), *mage armor*
0—*daze* (DC 13), *detect magic, light, ray of frost*
Spellbook all prepared spells; 0—all; 1st—*cause fear, disguise self, expeditious retreat, minor image, shocking grasp*

Abilities Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 10
SQ summon familiar (rat)
Feats Alertness (as long as familiar is in arm's reach), Combat Casting, Improved Initiative, Scribe Scroll
Skills Concentration +7, Decipher Script +8, Hide +4, Knowledge (arcana) +8, Knowledge (the planes) +4, Listen +2, Spellcraft +8, Spot +4
Possessions combat gear, dagger, pouch with 48 gp

Allip: hp 26; *Monster Manual* 10.

Tactics: The two acolytes use their *potions of gaseous form* to escape to area **25**, where they then drink as many potions as possible to prepare for battle. One casts *message* to alert the Faceless One of the intrusion. They then return to area **26** to use their scrolls and spells against the PCs.

The allip moves to attack the PCs, driven by an intense hatred of all nonbelievers. If reduced to half or fewer hit points, it darts for cover in the walls to stalk the PCs. Once they engage in combat again, such as against the returning acolytes or the Faceless One, it emerges to do battle once more.

Treasure: Set upon the altar are a variety of offerings to Vecna. They include two golden goblets worth 100 gp each and a bronze sacrificial dagger set with blood red rubies worth 400 gp.

27. Laboratory of the Faceless One (EL 7)

Two long, wooden tables dominate this chamber. They run along the length of the room, pushed up against opposite walls, and are covered with a variety of beakers, alchemical tools, and other devices. A few glass containers bubble with materials of a variety of colors, from a boiling green sludge to a fizzing, effervescent blue liquid. Several bookshelves filled with tomes occupy one section of the wall. Beside the shelves stands an intact human skeleton. A few glistening organs, a heart, a set of lungs, and a liver writhe and pulse within the skeleton's rib cage. In the middle of the chamber stands a large, black iron cauldron. A thick layer of wax seals it shut.

GhostOrb.com
Tabletop on the Web
GhostOrb.com is a web-based gaming community built around a customizable, virtual roleplaying game table. Play your favorite RPGs oneline with anyone, anytime, anywhere in the world without the limits of text-only communication. Run games for your friends, or join in with GhostOrb members from all around the globe. Take a seat in a professional game or perhaps get paid to run one yourself. GhostOrb is the future of old-school gaming.
Go to www.GhostOrb.com for details

The Faceless One

This is the work chamber of the Faceless One, the leader of the Vecna cult within this dungeon. Beakers burble with strange liquids as the wizards of this portion of the dungeon plot to awaken the aspect of the Overgod from its slumber.

The skeleton is a byproduct of a recent experiment in reanimation using alchemical processes. The books are the Faceless One's spellbooks, along with the grimoires of the acolytes of Vecna who study beneath him.

The cauldron contains the rest of the unfortunate skeleton's organs. Breaking the seal releases an awful stench. Anyone in the room must make a DC 15 Fortitude save or become sickened for 10 minutes. The cauldron contains a mixture of chemicals and human organs.

Creatures: The Faceless One wears green robes and a leather mask set with iron studs. Only his coal-black eyes are visible beneath it. His hands are covered with mystical tattoos. If the mask is removed, his face is a blank, featureless slate save for a small, sharp nose and a toothless mouth. He speaks with a lisp, and his frame is gaunt, almost fragile looking. His skin is as white as an albino's.

His two acolytes wear tattered purple robes and prominent holy symbols of Vecna.

THE FACELESS ONE **CR 6**

Male human wizard 6
NE Medium humanoid
Init +6; **Senses** Listen +4, Spot +4
Languages Abyssal, Common, Draconic, Giant, Infernal, Kenku

AC 13, touch 12, flat-footed 11; Dodge
hp 37 (6 HD)
Fort +7, **Ref** +4, **Will** +7
Spd 30 ft.
Melee dagger +3 (1d4/19–20)
Ranged dagger +5 (1d4/19–20)

Base Atk +3; **Grp** +3
Combat Gear scroll of *lightning bolt*, scroll of *summon monster III*, *potion of shield of faith (+4)*, 4 *potions of cure light wounds*
Spells Prepared (CL 6th, +5 ranged touch):
3rd—*lightning bolt* (DC 19), *summon monster III* (2)
2nd—*false life*, *flaming sphere* (DC 18), *web* (DC 17)
1st—*hold portal*, *mage armor*, *magic missile* (2), *shield*
0—*daze* (2, DC 15), *detect magic*, *flare* (DC 16), *ray of frost*
Spellbook all prepared spells; 0—all; 1st—*chill touch*, *expeditious retreat*, *identify*, *ray of enfeeblement*; 2nd—*touch of idiocy*; 3rd—*fireball*, *halt undead*

Abilities Str 10, Dex 14, Con 16, Int 21, Wis 14, Cha 14
SQ summon familiar (rat)
Feats Alertness (if familiar is in arm's reach), Brew Potion[B], Combat Casting, Dodge, Improved Initiative, Scribe Scroll[B], Spell Focus (evocation)
Skills Concentration +12, Craft (alchemy) +14, Decipher Script +14, Knowledge (arcana) +14, Knowledge (dungeoneering) +10, Knowledge (religion) +10, Spellcraft +14, Tumble +6
Possessions dagger, *bracers of armor +1*, *lesser metamagic rod (extend)*, pouch with 48 gp

Acolytes of Vecna (2): hp 10 each; see page 43.

Tactics: The Faceless One's first order of business is to cast *summon monster III* with his rod to summon a fiendish Huge monstrous centipede. The enormous beast fills most of the room, blocking the PCs and giving the Faceless One the chance to escape to area **25** where he prepares his defenses. His acolytes follow him if possible, but they gladly give their lives to delay any intruders.

Once the Faceless One has a moment, he casts *false life* and *mage armor*. If the PCs chase him, he uses *web* to hamper them, then *summon monster III* again with his rod (calling either a fiendish ape or another centipede, as the situation demands). He then switches to his offensive repertoire, casting spells such as *lightning bolt*, *flaming sphere* (with the aid of his rod), and *magic missile*. He fights to the death with a maniac fanaticism, as he does not want to see his work come to naught.

Treasure: The beakers, tubes, and other glassware are a complete alchemist's toolkit. The liquids within them include two vials of acid, three vials of alchemist's fire, and a wide variety of other chemicals.

Scattered about the Faceless One's laboratory, amidst his tools and equipment, are 200 gp in coins, six garnets worth 50 gp each, a *cloak of Charisma* +2, and a +1 *heavy steel shield of blinding*.

In addition to the monetary rewards found here, the PCs unearth the code needed to read the scroll found in area **10**. This information is summarized in Handout #1.

PART FIVE: THE GOD IN THE POOL

A hellish entity slumbers within the pool's depths, slowly gathering the energies it needs to awaken. Unfortunately for the characters, their intrusion into this place arouses its wrath. If the PCs defeat all three cults, the Ebon Aspect rises to avenge its worshipers. As soon as the last of the three high priests (Theldrick in area **10**, Grallak Kur in area **21**, and The Faceless One in area **27**) is slain or driven off, the aspect materailizes fully and clambers up from the pool in area **1**. Luckily for the PCs, the Ebon Aspect of the Overgod is in a weak state as it has not yet summoned all its power.

If the PCs don't kill the three high priests, and instead capture them, the Ebon Aspect's manifestation is delayed for a short time. Only 1d4 hours after the PCs take their prisoners from this area, the Ebon Aspect manifests in the flesh. This action immediately slays any surviving high priests as it draws on their souls for its birth.

The Ebon Aspect takes ten minutes to gather its strength once it emerges, during which time it smashes the elevator car to splinters if it's reachable. Once these ten minutes pass, the horrific fiend grows more mobile. It can sense the PCs to a range of one mile, as if with a constant *locate creature* effect, and it immediately seeks the PCs out, intending to slay them to the last.

If the PCs escape without killing the Ebon Aspect, the fiend slowly makes its way up into the mines above, killing anyone and everyone it encounters and eventually finding its way to Diamond Lake. If the PCs don't stop it, the Ebon Aspect causes terrible damage and kills dozens before Allustan and several of the clerics and fighters from the Garrison can kill the menace.

Statistics for the Ebon Aspect can be found in the appendix. At this point, it's a unique creature, but given the right conditions and time, more of the fiends may appear in regions haunted by the Ebon Triad.

CONCLUDING THE ADVENTURE

Once the PCs escape from the Dark Cathedral, they must cope with the repercussions of their actions. The presence of the Ebon Triad in the mines could touch off some important developments in Diamond Lake. The cult obviously had the blessing of Ragnolin (the elevator didn't build itself), and the evidence gathered within the dungeon points to Balabar Smenk's involvement. If the PCs present their evidence to the governor-mayor, both merchants face criminal prosecution. If either escapes, they may track down the PCs to serve their revenge at a later date. Both Ragnolin and Balabar face a long, hard fall from wealth and prosperity to near destitution if they must flee Diamond Lake.

Of course, both mine managers have plenty of friends in town. A few bribes, a couple of carefully handled meetings, and a host of old favors called in might gain both Ragnolin and Balabar their freedom. In this case, the PCs face not only an angry nemesis, but foes who still have the connections and wealth needed to make the party's life miserable.

All the excitement should be just the thing to convince the PCs they need to

HANDOUT #1

The Age of Worms

The secrets of this page are most holy. Know ye heretics who invade them that the eye of Vecna is upon you. If you read this, Theldrick, you have either slain me and doomed our cause, or the time is nigh for our final victory.

At last the riddle of this place is solved. In ages past, a great being known as Kyuss rose above the petty warlords who fought and struggled for material gain. Mighty Kyuss is the herald of the Overgod. Soon, he will sound the clarion call to the faithful. The three sundered faiths shall be made whole.

The undead our agents spotted must be located and captured. If they bear the worms of Kyuss then they perhaps hold the final answer to our research. The Ebon Aspect stirs within the pool, but it is still not ready to emerge. Perhaps a traumatic event – an invasion by heretics, a great battle fought within these halls – could awaken it. But even then it will attain only a minor form. The Way of the Ebon Triad speaks of the danger of awakening the aspect too soon. Our work will be for naught.

We must find the worms and the undead hosts that carry them. If they are not here, then we must send agents to the Rift. If Kyuss himself, or his agents, cannot shepherd in the Age of Worms, then we shall do it ourselves so that the Overgod may live.

Our course is clear, my dear Theldrick. Smenk is longer useful to us and must die. Kill him, then send agents to the Mistmarsh, across the southern hills. I believe that we will find what we are looking for there, among the lizardfolk. Summon more of your warriors. If the calculations and portents are correct, the time for covert action is at an end. As the Age of Worms begins, we must strike hard and fast to prepare the coming of the Overgod.

Of course, dear Theldrick, if you were so rash as to slay my followers and I, then you, soon, shall join me in the afterlife. Doubtless your treachery has already stirred the Overgod. Our mission has failed, and you will die at his hands.

HANDOUT #2

Excerpts from Theldrick's Journal

Praise Be to the Scourge of Battle,

The Faceless One grows increasingly concerned. That addled beast Grallak Kur has yet to provide new insights into the Overgod's nature. The crude missives he sends speak of the worms, of a slumbering power that must be awoken, but nothing more. I wish he would go back to the black pit that spawned him if he has nothing more to offer.

The Faceless One tells me this ties into an ancient figure, a being of great power. Of course, he tells me little else. He enjoys keeping his secrets, but he forgets that they flourish only behind the protection of Hextor. His latest taunt is a scroll that he tells me contains all the answers I seek. Of course, the fool wrote it in a cipher. Were it not for the dictates of the Ebon Triad, I would lead my troops into their damnable labyrinth and kill every last bird and wizard within it.

Grallak is the key. Thank the Scourge that he trusts me and not the Faceless One. Otherwise, I doubt the Faceless One would bother imparting anything to us. We cannot trust these mages. When the Overgod arises, I think it will be time to settle some old scores.

Under the Herald's Watchful Eye We Conquer,

Grallak Kur has finally yielded a useful clue. I personally delivered it to the labyrinth, and the Faceless one giggled like a blood addled berserker when he saw the message. Grallak spoke of the worms again, of course. He says that even now they stir and writhe. The world is like an apple infested with them. All seems well for now, but soon they burst through the skin and swarm across the land. Still, part of this vision troubles me. Grallak spoke of a great power behind them, but the Ebon Triad teaches that these worms will awaken the Overgod. Is there some other power at hand here that we cannot see? Is it friend or foe?

The Faceless One knows more, but he of course has little to say. Perhaps Grallak has invented everything. His monstrous kin are few in number and battered after their pilgrimage through the Underdark. If he is an imposter or trickster, we may need to root him out of this place. In that case, our agents must make another supply run. Six coils of rope, and perhaps bows and more arrows, should do the trick. With the petitioners leading the way we can uncover any ambushes they have within the cliffs.

take a break from Diamond Lake. The chance arrives next month, in "Encounter at Blackwall Keep," by Sean K Reynolds. Learn the source of the green worms of Kyuss and pit your players against an invading force of lizardfolk in just 30 short days.

APPENDIX: NEW MONSTER

Ebon Aspect

Large Outsider (Evil)
Hit Dice: 10d8+30 (75 hp)
Initiative: +1
Speed: 40 ft., climb 20 ft.
Armor Class: 18, touch 10, flat-footed 17
Base Attack/Grapple: +10/+22
Attack: Bite +14 melee (1d8+5)
Full Attack: Bite +14 melee (1d8+5) and 3 claws +13 melee (1d4+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Bloodthirst of Erythnul, standard of Hextor
Special Qualities: Blessing of Vecna, cold immunity, damage reduction 5/magic, darkvision 60 ft., resistance to acid 10 and fire 10, spell resistance 16
Saves: Fort +11, Ref +8, Will +10
Abilities: Str 20, Dex 12, Con 16, Int 12, Wis 16, Cha 20
Skills: Climb +26, Concentration +16, Intimidate +18, Jump +22, Knowledge (religion) +14, Listen +16, Sense Motive +16, Spellcraft +14, Spot +16
Feats: Cleave, Multiattack, Power Attack, Weapon Focus (claws).
Environment: Any (Ebon Triad haunted regions)
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral evil
Advancement: 11–16 HD (Large), 17–30 HD (Huge)

The creature is a bizarre amalgamation of the three deities it embodies. It is a ten-foot tall, powerfully built monster with six arms. It has smooth, dull gray skin and bulging muscles that pulse with arcane power. Three of its arms, two on its left and one on its right, are missing their hands. It has a gaunt, skeletal face and massive fangs. It growls like a beast in battle, and fights like a savage animal.

A physical manifestation of the teachings of the heretical Ebon Triad, the Ebon Aspect is an abomination to not only all that is true and just in the world, but also to the traditional faith of the worshipers of Erythnul, Hextor, and Vecna. The Ebon Aspect presented here is the first of its kind, but in time, more may appear in lands haunted by the Ebon Triad.

An ebon aspect speaks Abyssal, Common, and Infernal.

Combat

The Ebon Aspect is straightforward in combat, closing to melee as soon as possible. It generally directs its four attacks against multiple targets in a frenzied attempt to inflict as much pain and mayhem as possible, but if faced with a particularly powerful or dangerous foe, it focuses its wrath on that single target.

Bloodthirst of Erythnul (Su): The Ebon Aspect is a fearsome combatant driven by the primal bloodlust of Erythnul's savage fury. Once per day, as a free action, it can enter a terrific fury for one round. During this time, Erythnul's divine power infuses it with might. The aspect gains damage reduction 10/epic, fast healing 10, and a +4 profane bonus to attack rolls and damage rolls.

Standard of Hextor (Sp): The Ebon Aspect can call upon Hextor to aid it in battle once per day by casting *spiritual weapon* (caster level 10th) as a spell-like ability. The weapon that appears is Hextor's flail. Attacks with the spiritual weapon have a +13 attack roll and inflict 1d8+3 force damage on a hit.

Blessing of Vecna (Su): Vecna grants the aspect of the Overgod a strange power over magic. If the caster check to defeat the Ebon Aspect's spell resistance fails, the Ebon Aspect heals damage equal to twice the level of the spell or effect targeted against it.

Mike Mearls is the dark hope of chaotic evil—young, handsome, well endowed in abilities and aptitudes, thoroughly wicked, depraved, and capricious. Whomever harms him had best not brag of it in the presence of one who will inform the Demoness Lolth! Evil to the core, Mearls is cunning. If a situation appears in doubt, he uses bribery and honeyed words to sway the balance to his favor. He is not adverse to gaining new recruits of all sorts, and will gladly accept adventurers into the ranks (though he will test and try them continually). Those who arouse suspicion will be quietly murdered in their sleep. Those with too much promise will be likewise dealt with, for Mearls wants no potential usurpers or threats to his domination.

Scaling the Adventure

"Three Faces of Evil" is designed for a group of four 3rd-level characters, but with a little work it can be adapted for use by 1st–2nd-level characters or 4th–5th-level characters. Simply adjust all NPC character levels up or down as appropriate by a number equal to that which the average party level of your group deviates from 3. Don't forget to modify the amount of treasure found in the adventure appropriately. Specific changes to the adventure include:

1st–2nd-level parties: Remove one of the tiefling guards from area 1. Remove half of the skeletons in area 2 and the fanatics in area 3. Replace the dire boar in area 4 with a dire badger. Remove 1 or 2 grimlocks from each of the encounters in the temple of Erythnul. Reduce the depth of the horseshoe cavern to 25 feet, and remove one of the chokers from area 16. Remove one or two kenkus from each of the groups in the Labyrinth, and remove one of the dire weasels. Remove the acolytes from area 27. Reduce the Ebon Aspect by 3–4 HD, and remove its special attacks and special qualities.

4th–5th-level parties: Add a tiefling guard to area 1, and replace the skeletons in area 2 with gnoll skeletons. Give each of the fanatics in area 3 a level or two of fighter. Advance the dire boar in area 5 by 2–4 hit dice. Replace the chokers in the horseshoe cavern with otyughs, and have them attack the PCs as they head down the iron spikes. Add a second group of weasels to the labyrinth, and advance each of them by 2 hit dice. Finally, send a second Ebon Aspect after your PCs at the end of the adventure.

SHARDS OF EBERRON PART 3

PIT OF THE FIRE LORD

BY JAMES WYATT AND ANDY COLLINS
BY RAMÓN PÉREZ
BY JASON ENGLE

EBERRON, MID-LEVEL (6TH–12TH), DUNGEON CRAWL

The city of Sharn bakes in the grip of an intense heat wave. For most citizens, the temperature is nothing more than an annoyance. The scholars of the city know the heat is a sign of something more—Fernia, the plane of fire, has drawn near. For one insane sorcerer, the heat is a sign that his revenge is at hand as he prepares to drown the city in a lake of fire.

"Pit of the Fire Lord" is an EBERRON adventure designed for four 8th-level characters, scalable for levels 6–9. This adventure is the final part of the Shards of EBERRON Campaign Arc, which originally appeared as the D&D Open adventure at Gen Con Indy 2004. While the story follows "Crypt of Crimson Stars" in *DUNGEON* #122 and "Temple of the Scorpion God" in *DUNGEON* #123, it is also easy to run as a stand-alone adventure.

ADVENTURE BACKGROUND

Lamishal Armare is the last scion of an Aundairian noble family destroyed by Brelish troops during the Last War. Consumed by a burning desire for revenge and presumed dead by the governments of Breland and Aundair, Lamishal vowed to exact his vengeance upon the people of Breland for the death of his family and the destruction of his estate. After years of study at the wizard academy at Arcanix, he came to Sharn and struck a deal with Tophran Damilek, one of the most prominent dragonshard merchants in the city.

Lamishal had uncovered the possible locations of several large and powerful dragonshards during his research at Arcanix. He offered to share these locations with Tophran, who could then use his resources to track them down and bring them back to Sharn. The two men agreed to share any resulting profits equally, after a deduction had been made for Tophran's expenses.

THE STORY SO FAR

In "Crypt of Crimson Stars," Tophran sent the PCs to the Talenta Plains in search of the legendary Crimson Dragonshard, a massive Eberron dragonshard. The party dealt with a fanatic band of halfling nomads and entered a crypt below their camp. Once inside, they overcame ferocious monsters and deadly traps before facing the final guardian mummy and claiming their prize.

THE HEART OF THE SCORPION

This minor artifact was created by the ancient giants of Xen'drik out of a massive Siberys dragonshard during their war with the quori. The giants were searching for a way to prevent these outsiders from opening new gateways into the world from the outer planes. Once per day as a standard action, if a character touches one of the runes corresponding to an outer plane and speaks the phrase "a wall around the world" in archaic Giant, the *heart of the scorpion* creates a *dimensional lock* effect keyed to that specific plane. This effect prevents planar travel to and from that plane as the *dimensional lock* spell within a 20-foot radius for 24 hours. It also automatically dispels any gateway or portal to that plane that is currently active within its area of effect. Note that only symbols for the thirteen outer planes are present upon the gem, so travel to the Astral Plane, the Ethereal Plane, and the Plane of Shadow cannot be stopped by this artifact. Whenever a plane is coterminous with the Material Plane, the symbol for that plane glows faintly.

Strong abjuration; CL 20th; Weight 8 lbs.

Back in Sharn, Lamishal turned on Tophran, forcing him into hiding. Lamishal stole the merchant's stockpiled dragonshards and attempted to have him assassinated. Tophran survived the attack, and from the assassin's corpse he learned that Lamishal planned to use the stolen dragonshards to destroy Sharn.

When the PCs returned to Sharn, Tophran met them and explained his predicament. He was sure Lamishal was hiding somewhere beneath Sharn. Even if he were able to locate Lamishal's hiding place, he lacked the power to confront him directly. In order to stop the insane sorcerer, Tophran asked the PCs to retrieve a second powerful dragonshard, this one hidden deep within the jungle of Xen'drik.

Tophran used his contacts to arrange transport to and from Xen'drik via an airship, bypassing a long and dangerous jungle journey. The PCs flew to the Temple of the Scorpion God and found it infested with drow. Battling their way past the dark elves and their allies, the PCs reached the temple's inner sanctum and claimed the *heart of the scorpion*, a minor artifact crafted by ancient giants from a large Siberys dragonshard. Artifact in hand, the PCs flew back to Sharn, ready at last to face the Pit of the Fire Lord.

ADVENTURE SYNOPSIS

The PCs arrive in Sharn and find that their employer, Tophran Damilek, has been brutally murdered. A clue found on the corpse of the dead merchant leads the PCs to Arthan Gosed, an unscrupulous information dealer who sold out Tophran to Lamishal in exchange for a large sum of gold and information concerning the future of the city.

The party can bribe, *charm*, intimidate, or kill Arthan outright, but whatever method they choose, they discover that Lamishal is hiding in an abandoned cavern near the lake of fire underneath Sharn.

The PCs penetrate the sorcerer's underground fortress, fighting his allies and minions until they reach the ritual chamber where Lamishal is preparing to drown the city of towers in a sea of lava. The PCs must defeat the insane mage, and use the power of the *heart of the scorpion* to close the portal to Fernia once and for all.

ADVENTURE HOOKS

"Pit of the Fire Lord" begins when the PCs return to Sharn with the *heart of the scorpion*. Tophran has entrusted Kistal Ohmfoot (N female shifter rogue 4) with his location and instructed her to pass this information along to the PCs when they return to town. If you are playing "Pit of the Fire Lord" as a stand-alone adventure, you can use one of the following adventure hooks to bring the PCs into the story.

- The PCs discover the *heart of the scorpion* as part of a larger treasure hoard. In this case, they will likely seek information about its powers and how to activate them. If they ask around in Sharn the locals can direct them to Tophran Damilek, one of the most prominent dragonshard merchants in the city, and the person who knows more about them than just about anyone else. When they find Damilek's corpse, a *speak with dead* spell or a quick perusal of his journal can tell them all they need to know about Lamishal.
- If the PCs do not already have the *heart of the scorpion*, they might receive it from Kistal (one of Tophran's agents) at the beginning of the adventure. In this case, Tophran (knowing that Lamishal was close on his tail) entrusted the artifact to Kistal for safekeeping with instructions that she seek help if something happened to him. Now that he has been murdered, Kistal approaches the PCs with the *heart of the scorpion* and begs them to stop Lamishal before it is too late.

CHAPTER ONE: CRIME AND PUNISHMENT

A brilliant sun shines down from a cloudless sky, slowly stewing the city in its own juices. On the upper levels, the stone streets and archways are too hot to touch. Rich merchants and nobles hide from the sun inside magically cooled villas while their sweating servants do all the work. Further down, the lower levels have become ovens. The city's unwashed masses wear only the bare minimum to maintain modesty as they go about their business, while their children run naked through the streets. In the plazas and towers of Morgrave University, students sit in sweltering classrooms and take notes on dozens of subjects. They know what most in the city do not. The heat wave that has gripped Sharn for the past two weeks is more than a simple climactic event. Fernia, the Sea of Fire, has drawn near.

For Lamishal Armare, everything is finally coming together. After years of labor, his revenge upon the people of Breland enters its final phase. With his stolen dragonshards stabilizing the portal to Fernia, all that remains is to complete the ritual of transference and draw forth enough molten rock from the outer plane to completely sink the city of towers in a massive lake of lava.

HEAT WAVE

As described in the *Eberron Campaign Setting*, the fiery plane of Fernia is coterminous to the Material Plane during the midsummer month of Lharvion once every five years. The close proximity of the plane of Fernia has triggered an intense heat wave throughout the city of Sharn. During the day, the ambient temperature in Sharn rises to 105° F. At night, it drops down to a low of 85° F. See the *Dungeon Master's Guide* page 303 for more information on heat dangers.

Additionally, areas of extreme heat (such as the dungeon in Chapter Two) become more intense for as long as Fernia is coterminous. Temperatures over 140° F deal 1d8 points of damage per minute simply from breathing (no save), plus 1d6 points of nonlethal damage per 5 minutes. A successful Fortitude save (DC 20 + 1 per previous check) negates the nonlethal damage. In such areas all spells with the fire descriptor are automatically empowered and enlarged, without any adjustment to their spell level or casting time.

Finally, exposure to lava deals 4d6 points of fire damage per round of exposure, plus 2d6 points of fire damage per round for 1d4 rounds after exposure ends. (Damage from total immersion in lava is unchanged.)

Best of all, his agents have finally succeeded and returned with the heart of Tophran Damilek, the one person who knew enough about Lamishal's scheme to stop it is dead.

THE MESSENGER

The streets are almost empty as the city's populace hides from the burning sun. Suddenly, a small shifter woman runs out of a side alley. Unlike most of the populace, she wears leather armor, although she has no weapon. Like a hunted animal, she constantly glances over her shoulder and at the surrounding rooftops.

Kistal has been watching the airship dock for the past two days, anxiously awaiting the party's return. As soon as she spots them she runs out and hands them a note. If the PCs played through "Temple of the Scorpion God," they recognize her as one of Tophran's agents. The note bears nothing more than an address: "152 Torchbearer Street." After she hands over the note she says simply, "He's waiting for you," and runs off. If the PCs chase her down, she has no more information than what was contained in the note. Tophran last spoke to her several days ago and gave her instructions to meet the PCs outside the airship dock when they arrived, and pass along his location.

THE CRIME SCENE

152 Torchbearer Street is a small industrial warehouse in the Precarious district of Lower Dura. Tucked between two larger warehouses, nothing about the pallid gray exterior of this building distinguishes it from the other shabby structures that surround it. The large double doors at the front of the building are locked with an average padlock (Open Lock DC 25). A small service door around the left side of the building stands ajar.

The foul stench of rotting flesh permeates this room. A wretched human corpse lies in a pool of blood in the center of the floor. His flesh has been ripped and torn as if by some monstrous beast, and a large bite mark is visible on the side of his face. His chest has been torn open, and judging by the amount of blood on the walls and ceiling surrounding the corpse his heart was forcibly removed while he was still alive. Rotten food, papers, and other refuse covers the only furniture in the room. A large black scorch mark mars the far wall.

This was Tophran's hideout until Lamishal commanded his servant Yarrak to retrieve Tophran's heart, which he was only too happy to do. He was also ordered to burn Tophran's hideout to the ground, but the fire he set petered out before it consumed the evidence.

A DC 20 Search check turns up the following items buried in the papers and refuse scattered throughout the room.

- A note from Arthan Gosed (a shady information dealer who maintains a shop in the Bazaar, a massive underworld marketplace located in Middle Dura) to Lamishal (see player handout, below). Lamishal gave this note to Yarrak so he would not forget the address. Yarrak intended for the fire to consume it, and left it behind.
- Tophran's journal. Depending on which adventure hook you are using, this journal may provide the PCs with information regarding Lamishal himself along with his plan for destroying the city. If the PCs have not yet learned about the powers of the *heart of the scorpion* or how to activate it, this information may also be found within this journal.

Yarrak's trackless step ability does not function within the city, but since his trail is days old and through miles of crowded city streets, it is unlikely the party can track him from the warehouse back to Lamishal's hideout. If they can (or if they use magic to determine his location), you can proceed directly to chapter two below. The city guards do not investigate or even notice crimes in Lower Dura, and take no action even if the PCs leave the body on their doorstep.

Honored Sir.
The payment has arrived in good order. The subject of your inquiry can be found at 152 Torchbearer Street.
Thank you for your patronage.
Arthan Gosed

Please destroy this note upon receipt

THE BROKER OF SECRETS (EL 7)

The PCs can locate Arthan Gosed with a DC 20 Gather Information check (DC 15 if made in the Bazaar) or a DC 20 Knowledge (local) check. If they are having trouble, Kistal can reappear and guide the PCs to Arthan (she comes looking for them when she finds her employer murdered). Arthan's shop is normally open from noon to midnight, however with the current

heat wave in Sharn, he has taken to only conducting business after dark.

The window shutters in this small shop have been drawn tight, blocking light from outside. A small lantern hangs from a bent nail in the ceiling, revealing a long, low counter that divides the room in two. Several wooden chairs have been pushed back against the near wall; on the other side of the wall sits a small writing desk and a stuffed armchair. Sitting in the chair writing notes into a ledger is a dark-skinned human man with curly black hair and a thin mustache. He is dressed in a plain brown robe, and he seems intent upon his work.

The man sitting at the desk is actually a changeling: Arthan Gosed himself. Arthan knows he has many enemies. He pretends to be a secretary named Gilfor Ash until he is convinced the PCs have no hostile intent. Arthan is no fool; he uses this guise to gauge potential customers' intentions before he deals with them.

If the PCs come in and ask to see Arthan, he puts them off (saying things like "he's busy," or "he's indisposed" or "he's with another client") unless the PCs can change his initial attitude of indifferent to friendly. In this case he will leave to "summon" his master, going into the back room of the shop and changing his outfit and appearance. He then returns in the form of a wizened old man with a scar across his forehead and listens to the PCs' request. If the PCs can make him helpful he agrees to take a bribe of not less than 250 gp to reveal the location of Lamishal's hideout.

If the PCs succeed at an Intimidate check (give them a +2 circumstance bonus if they show him the note) Arthan pleads innocence and claims he had no idea that Lamishal intended to murder Tophran (a lie). He agrees to give them the location of the hideout in exchange for his freedom. At this point he wants nothing more than to leave the city (Lamishal has told him of the coming cataclysm).

If the PCs attack him, or attempt to Intimidate him and fail, he flees. The easiest way for him to run is to pretend he is going to fetch his master and disappear out the back door. If he runs (or the PCs kill him) a thorough Search of the ledger lying on the desk can still give them the information they seek in the form of the following entry:

"Lamishal Armare; Location: abandoned silver refinery in Blackbones; Services rendered: sold location of one Tophran Damilek, a local merchant; Payment: 50 gp and trade; Notes: evil and insane, avoid future dealings."

A DC 15 Gather Information check made in Blackbones, or a DC 20 Knowledge (local) check is sufficient to discover the location of the abandoned silver refinery. If the PCs fail to discover the location on their own, you can use Kistal once again to give them a hand.

ARTHAN GOSED **CR 7**

Male changeling rogue 7
CN Medium humanoid (shapechanger)
Init +7; **Senses** Spot +5, Listen +5
Languages Common, Elven

AC 17, touch 14, flat-footed 14; uncanny dodge
hp 34 (7 HD)
Fort +3, **Ref** +8, **Will** +2 (+4 vs *sleep* and *charm*); evasion

Spd 30 ft.
Melee mwk rapier +10 (1d6–1/18–20)
Ranged mwk light crossbow +9 (1d8/19–20)
Base Atk +5; **Grp** +4
Atk Option sneak attack +4d6
Combat Gear *potion of cure moderate wounds* (2), *potion of pass without trace*, *potion of invisibility*

Abilities Str 8, Dex 16, Con 13, Int 12, Wis 10, Cha 14
SQ minor change shape, trap sense +2
Feats Improved Initiative, Weapon Finesse, Weapon Focus (rapier)
Skills Bluff +14, Diplomacy +16, Disguise +22 (+24 acting), Forgery +6, Hide +8, Knowledge (local) +11, Listen +5, Move Silently +8, Search +6, Sense Motive +12, Slight of Hand +15, Spot +5
Possessions combat gear, *+1 glamered leather armor*, masterwork rapier, masterwork light crossbow with 40 bolts, *ring of protection +1*, 75 pp

Minor Change Shape (Su): Changelings can alter their appearance as though using a *disguise self* spell that affects their bodies but not their possessions. This ability is not an illusory effect, but a minor physical alteration of a changeling's facial features, skin color and texture, and size, within the limits described for the spell. A changeling can use this ability at will, and the alteration lasts until he changes shape again. A changeling reverts to his natural form when killed, and a *true seeing* spell reveals his natural form. When using this ability to create a disguise, a changeling receives a +10 circumstance bonus on Disguise checks. Using this ability is a full-round action.

Ad-hoc Experience Award: If the PCs learn the location of Lamishal's hideout from Arthan, give them experience as if they had defeated him in combat.

CHAPTER TWO: THE PIT

Lamishal has made his lair beneath an abandoned silver refinery in the Blackbones district of the Cogs. The area is heavily industrialized, and the majority of the population is warforged. For the most part, the people of Blackbones keep to themselves, ask no questions, and give few answers. Like the rest of the Cogs, Blackbones is beyond the power of the city watch, although sections of it are patrolled by thugs loyal to various industrial barons. Built on a sea of lava, the Cogs are sweltering hot at the best of times, and the open portal to Fernia has only made things worse. Ambient temperature throughout the district is locked at a steady 120° F, which has forced many of the local residents to abandon the district in favor of the cooler levels above.

The silver refinery the PCs seek lies in a dead-end tunnel off the main route, and is not easy to find. A set of large double doors opens into the passageway, closed and barred shut from the inside.

Large double doors: Hardness 8; hp 120; Break DC 25.

THE SILVER REFINERY

Broken machine tools, rusted rail cars, and loose bits of rock and shale litter the floor of this large empty room. Several passageways once led out of this central chamber, but all have collapsed

in ruin. In the center of the chamber, a ten-foot wide square shaft leads down into darkness.

This area of the complex is abandoned. Lamishal and his cronies use *levitate* and *spider climb* to ascend and descend the shaft, which is 160 feet deep. The area at the bottom of the shaft lies dangerously close to the portal to Fernia. As a result of this proximity, the air temperature in the entire dungeon complex at the bottom of the shaft is a steady 145° F, triggering the extreme heat conditions detailed in the heat wave sidebar on page 51.

The bottom of the shaft opens into the short hallway leading into area 1 on the encounter map.

Yarrak the druid waits for intruders in the next room. If he hears anyone attempting to break though the double doors he casts *resist energy (fire)* and *barkskin* on himself (sharing the spells with his animal companion) and *greater magic fang* on his dire rat Turnip. See area 1 below for Yarrak's stat block.

Trap: Yarrak has cast *fire trap* on the door leading from the hallway at the bottom of the shaft to area 1. When the door is opened, the *fire trap* is set off, affecting all creatures within a 5-foot radius of the door. Due to Fernia's influence, the spell is automatically empowered.

Fire Door: CR 3; spell; spell trigger; spell effect (empowered *fire trap*, 6th-level druid, (1d4+6) x 1.5 fire, DC 16 Reflex save half damage); Search DC 27; Disable Device DC 27.

1. GUARD CHAMBER (EL 8)

Behind the door is a ten-foot-high room with several large alcoves. The inner wall of one alcove has collapsed, revealing a tunnel beyond. A singed wooden table and three stone chairs stand near the far corner. The walls in this room are worked stone. A lantern set upon the table lights the room.

Creatures: The druid Yarrak oversees the first line of defense against intruders. Thin and short, he wears ragged leather armor and carries a black spear. His long brown hair and pockmarked face give him a feral look. Yarrak has long believed that the city of towers is an affront to nature. Nothing would make him happier than to see it destroyed. Two azer fighters and their pet hell hounds, visitors from Fernia, have been recruited by Lamishal as additional guards.

YARRAK **CR 6**
Male human druid 6
NE Medium humanoid
Init +1; **Senses** Spot +12, Listen +12
Languages Common, Druidic

AC 18, touch 12, flat-footed 17
hp 42 (6 HD)
Resist fire 10
Fort +7, **Ref** +3, **Will** +8

Spd 30 ft.
Melee mwk spear +5 (1d8/x3)
Base Atk +4; **Grp** +5
Combat Gear scroll of *cure serious wounds*

Spells Prepared (CL 6th, +5 ranged touch)
3rd—*call lightning* (DC 16), *cure moderate wounds*, *greater magic fang**
2nd—*flaming sphere* (DC 15), *resist energy**, *barkskin**, *spider climb**
1st—*cure light wounds*, *faerie fire*, *produce flame* (2)
0—*create water*, *detect magic*, *light*, *read magic*, *virtue*
*Already cast

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 16, Cha 8
SQ nature sense, resist nature's lure, trackless step, wild empathy +7, wild shape 2/day, woodland stride
Feats Natural Spell, Point Blank Shot, Precise Shot, Rapid Shot
Skills Concentration +11, Handle Animal +6, Knowledge (nature) +6, Listen +12, Spot +12, Survival +9
Possessions combat gear, +1 *leather armor*, masterwork spear, 100 pp

TURNIP **CR—**
Dire rat animal companion
N Small animal
Monster Manual 64
Init +3; **Senses** low-light vision; Spot +6, Listen +6
AC 23, touch 15, flat-footed 19
hp 27 (5 HD)
Resist fire 10
Fort +5, **Ref** +8, **Will** +5 (+9 vs enchantment); evasion
Spd 40 ft., climb 20 ft.
Melee bite +11 (1d4+2 plus disease)
Base Atk +3; **Grp** –1
Abilities Str 12, Dex 19, Con 12, Int 1, Wis 12, Cha 4
SQ devotion, link, scent, share spells
Feats Alertness, Weapon Finesse®, Weapon Focus (bite)
Skills Climb +11, Hide +8, Listen +6, Move Silently +4, Spot +6, Swim +11

AZER BRUTE (2) **CR 4**
Male azer fighter 2
LN Medium outsider (extraplanar, fire)
Monster Manual 21
Init +5; **Senses** Darkvision 60 ft.; Spot +6, Listen +6
Languages Common, Ignan
AC 23, touch 11, flat-footed 22
hp 24 (4 HD)
Immune fire
SR 13
Fort +7, **Ref** +4, **Will** +4
Weakness vulnerability to cold
Spd 20 ft.
Melee mwk warhammer +7 (1d8+1/x3 plus 1 fire)
Base Atk +4; **Grp** +5
Atk Option sneak attack +4d6
Special Attacks heat
Abilities Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9
Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (warhammer)
Skills Appraise +6, Climb +2, Craft (metalworking) +6, Craft (stoneworking) +6, Jump –2, Listen +6, Search +6, Spot +6
Possessions scale mail, heavy steel shield, masterwork warhammer, 50 pp

Hell Hounds (2): hp 22; *Monster Manual* 151.

Tactics: The two azers move into melee, while the hell hounds breathe fire, attempting to get as many PCs as possible in the 10-foot cones of their breath weapons. (They don't hesitate to breathe through the azers, since their masters are immune to fire.) Then they move into melee, flanking if the opportunity presents itself.

Yarrak the druid overturns the table to give himself cover, then casts *flaming sphere* (remember as a fire spell it's automatically empowered). The next round he moves the *flaming sphere* up to 30 feet to follow his target (a move action) and casts *produce flame*. On following rounds he throws his flame (he can do this up to six times before exhausting the spell), and continues to move the *flaming sphere* as needed (duration 6 rounds). Yarrak refrains from using his wild shape ability for as long as possible, saving it for a last resort. If he is forced to flee, he escapes down the open passageway and attempts to return to Lamishal in area 5, where he makes a last stand.

Yarrak's animal companion, a dire rat named Turnip, stays near its master (to keep the effect of the shared spells) and readies an action to attack anyone that approaches.

2. TRAPPED ROOM (EL 6)

The sloping passageway leads to a fifteen-foot-high rocky cavern that looks like a natural cave. A five-foot-wide worn pathway winds through the chamber. A faint smell of sulfur fills the air.

The natural cave floor is filled with fissures and stalagmites. Every square except those on the marked path counts as rough terrain. Running or charging is impossible except along the smooth path. The DC of Balance and Tumble checks made off the path are increased by 5.

An *alarm* spell has been cast on the center of the exit in the far wall; its radius extends 20 feet into the room and down the corridor beyond. Each time a creature of Tiny or larger size enters the warded area or touches it (without speaking the password, "immolation," which is known only to Lamishal and Yarrak) sets off a silent alarm in Lamishal's mind.

Trap: Any creature stepping into the 10-ft.-by-10-ft. area immediately inside the room triggers the trap. Dozens of poisoned spears thrust from the walls of the hallway, attacking all creatures in the last 20 feet of hall leading back to area 1. Flying creatures do not trigger the trap. The spears retract immediately back into the walls after striking, the trap resets automatically in two rounds. The trap has no bypass mechanism, but it can be disabled normally.

Poisoned Spear Trap: CR 6; mechanical; location trigger; automatic reset (2 round delay); Atk +15 melee (1d8+1 plus poison, spear); poison (Medium spider venom, DC 14 Fortitude save negates, 1d4 Str/1d4 Str); multiple targets (1d4 spears per target in a 10-ft.-by-20-ft. area); Search DC 25, Disable Device DC 25.

3. SMOKY CHAMBER (EL 8)

The long sloping passageway eventually opens into a large natural cavern thirty feet high. Most of the floor is rocky and uneven, but a ten-foot-wide worn pathway winds through the chamber. A thick, acrid haze fills the room, partially obscuring vision.

The haze in the room comes from the volcanic vents in the floor. Though characters can make out the dimensions of the room without difficulty, targets more than 20 feet distant have concealment (20% miss chance). The haze has no other ill effects. As with area 2 above, every square in the cave that is not on the path should be treated as difficult terrain.

The wide gaps in the floor are vents that allow volcanic gases to escape from deep below. Though the vents lead hundreds of feet down, they narrow after 20 feet; any character that falls in suffers only 2d6 points of falling damage. However, anyone who is unconscious when they hit the bottom of the shaft drops any held items, which then fall deep into the fissure and are lost forever. Longbows, two-handed weapons, and similarly sized items are spared this fate, as they are too large to slip through the cracks. Climbing up or down the side of the vent requires a DC 20 Climb check.

The 20-foot-wide shaft at the far end of the room drops another 160 feet, eventually opening 30 feet above the floor of a small cavern (area 4).

Creatures: One of Damilek's most valuable allies, a young red dragon named Noxic, lives in this chamber. He lairs on a landing in the shaft (see below) and thus cannot be seen until he flies into the room. Four Medium fire elementals from Fernia are also stationed in this room. Lamishal assigned them to Noxic for him to use as servants.

Noxic CR 7

Male young red dragon
CE Large dragon (fire)
Monster Manual 75
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Spot +17, Listen +17
Languages Common, Draconic, Ignan

AC 25, touch 9, flat-footed 25
hp 123 (13 HD)
Immune fire, paralysis, sleep
Fort +11, **Ref** +8, **Will** +9
Weakness vulnerability to cold

Spd 40 ft., fly 150 ft. (poor)
Melee bite +14 (2d6+12) and
2 claws +12 (1d8+8) and
2 wings +12 (1d6+8) and
tail slap +12 (1d8+15)
Space 10 ft. **Reach** 5 ft. (10 ft. with bite)
Base Atk +13; **Grp** +24
Atk Options Cleave, Flyby Attack, Power Attack
Special Attacks breath weapon (40-ft. cone of fire; 6d10 damage; Ref DC 19 half; 1d4 rounds between uses)
Spells Known (CL 1st, +13 ranged touch)
1st (4/day)—*ray of enfeeblement*, *shield**
0 (5/day)—*acid splash*, *ghost sound* (DC 11), *mage hand*, *message*
* already cast

Abilities Str 25, Dex 10, Con 17, Int 12, Wis 13, Cha 12
Feats Cleave, Flyby Attack, Hover, Multiattack, Power Attack
Skills Bluff +17, Concentration +19, Intimidate +19, Knowledge (the planes) +17, Listen +17, Search +17, Spot +17

Medium fire elementals (4): hp 26; *Monster Manual* 98.

Tactics: The fire elementals try to draw intruders into the room, retreating around corners. Once a fight begins, they spread out, attacking as many characters as they can. They aren't smart enough to engage in complicated tactics, but if they can flank easily, they do so.

Noxic casts *shield* on himself (incorporated into the stat block above) as soon as he hears combat begin. On the next round, Noxic flies up from his lair and closes with the intruding characters. If he can get at least two foes in the area of his breath weapon, he unleashes a cone of fire (the elementals are immune). Otherwise he targets the toughest-looking target with *ray of enfeeblement*. He stays airborne as long as possible, alternating between his breath weapon, flyby bite attacks, and *rays of enfeeblement*, before descending to melee. In melee combat, he uses Power Attack for 5 each round (included in the stat block above).

3A. THE SHAFT

Just beneath the southern lip of the shaft is a 20-foot-deep landing used as a lair by Noxic. The landing can easily be spotted by anyone looking into the shaft. The landing holds Noxic's treasure. Getting down to the landing requires either a 20-foot climb down or a 20-foot drop. The walls of the shaft can be scaled with a DC 20 Climb check.

Treasure: Though the fire elementals have no possessions, Noxic keeps his treasure on the landing. It consists of a large pile of 55,000 cp, several thousand polished chunks of rock (worthless), and two scrolls: an arcane scroll of *resist energy* and *heroism* and a divine scroll of *bull's strength* and *lesser restoration*.

4. RIVER OF LAVA (EL 8)

Not far from the bottom of the shaft a river of molten rock flows sluggishly through a small rugged cavern. A natural stone bridge crosses the river.

A five-foot-deep, slow-moving river of molten lava divides the room in two.

Every square off the marked path is considered difficult terrain. The stone bridge crosses the river of lava a mere 18 inches above its bubbling surface. The salamanders within the room can freely move underneath the bridge.

Creatures: A pair of salamanders brought from Fernia lurks beneath the surface of the river of molten lava. Tophran Damilek has warned the salamanders of the possibility of intruders, so they assume any non-fire creatures entering the chamber are enemies.

Salamanders (2): hp 58 each; *Monster Manual* 219.

Tactics: The salamanders hide underneath the bridge when the characters approach. They have total cover from the entrance and thus can't be seen. Anyone adjacent to the river on the entrance side can notice the salamanders with a DC 26 Spot check, while those on the opposite side need only a DC 21 Spot check. While in the river, the salamanders' statistics change as follows:

Speed 10 ft. (no adjustments allowed), AC 26 (improved cover), Ref +11 (improved cover). The salamanders also have a –2 penalty on attack rolls while in the lava.

They can submerge to gain total cover, but can't see and must hold their breath and thus don't remain down for long.

If the salamanders hear a character crossing the bridge, one salamander moves out from its hiding place to threaten the character while the other remains hidden. A character can sneak past the salamanders with a successful Move Silently check opposed by the salamanders' Listen checks.

Once combat begins, the salamanders use their melee reach and cover to gain the advantage. If they successfully grapple a foe with their tail slap, they pull the foe into their square, which immerses the character in lava (see the *Dungeon Master's Guide*, page 304).

The salamanders prefer not to leave the river of lava, but can do so with a DC 15 Climb check.

5. GATEWAY TO FERNIA (EL 10)

The passage opens into an enormous cavern aglow in deep crimson light. Bubbling lava covers most of the floor, with small islands of stone jutting up here and there. A stone pathway leads around the outside edge of the cavern, just above the lava. On the far side of the room a circular rift in space opens out into a vast realm of fire and smoke. A torrent of molten rock pours through the rift from what appears to be a vast lake of lava on the far side. In the distance you can just make out an erupting volcano.

Most of this chamber is filled with a six-foot-deep lake of molten lava. Lamishal has used the dragonshards he stole from Tophran to stabilize the planar rift. If the characters pause long enough to study the rift carefully, they notice that it is slowly expanding. The ritual of transference has been completed by Lamishal only hours before—now all he needs is time. If the portal is not closed, the slowly expanding rift eventually pulls enough lava through the gate to completely destroy the city of towers above.

The portal can easily be dispelled using the *heart of the scorpion*. If the PCs do not have this artifact, closing the portal becomes more difficult. The portal is equivalent to a permanent *gate* spell (caster level 20th), however the spell is stabilized by a ring of seven dragonshards that have been placed on the floor of the cavern surrounding the portal. If four of these seven dragonshards are destroyed, the gateway collapses in upon itself. Each dragonshard has hardness 8, 80 hit points, and is immune to fire damage. Destroying the portal in this manner is dangerous, since the portal releases a blast of magical energy as the gate collapses. Everything in a 60-ft. radius takes 15d6 damage from raw magical power (not subject to energy resistance) with a DC 18 Reflex save for half damage.

Each of the seven dragonshards should be treated as a magic item with caster level 8. They cannot be moved as long as the portal is active, but if their magic can be suppressed, the portal spontaneously winks out. If the PCs can suppress the magical power of at least four of the dragonshards (using *dispel magic* or a similar effect) the portal destabilizes. This method of collapsing the portal does not trigger a release of energy.

Creatures: Lamishal Armare is here, waiting for the PCs to arrive. Also waiting nearby are allies he has called from Fernia: a pair of hell hounds, a Large magma paraelemental, and another salamander.

LAMISHAL ARMARE **CR 8**

Male human aristocrat 1/sorcerer 8
CE Medium humanoid
Init +6; **Senses** *see invisibility*; Spot +5, Listen +5
Languages Common, Ignan

AC 18, touch 14, flat-footed 16
hp 37 (50 with *false life*) (9 HD)
Resist fire 10
Fort +3, **Ref** +4, **Will** +9

Spd 30 ft.
Melee *Khyber dragonshard rod* +3 touch (2d6 fire)
Ranged mwk light crossbow +6 (1d8/19–20)
Base Atk +4; **Grp** +3
Combat Gear *potion of cure moderate wounds*, scroll of *spider climb*
Spells Known (CL 8th, +6 ranged touch)
4th (3/day)—*stoneskin*
3rd (6/day)—*dispel magic*, *fireball* (DC 17)
2nd (7/day)—*false life**, *scorching ray*, *see invisibility**
1st (7/day)—*burning hands* (DC 15), *feather fall*, *grease*, *mage armor**, *magic missile*
0 (6/day)—*acid splash*, *detect magic*, *flare*, *light*, *message*, *prestidigitation*, *read magic*, *resistance*
* already cast

Abilities Str 8, Dex 14, Con 12, Int 10, Wis 13, Cha 17
Feats Improved Initiative, Point Blank Shot, Precise Shot, Spell Focus (evocation)
Skills Bluff + 7, Concentration +13, Diplomacy +8, Knowledge (arcana) +12, Knowledge (the planes) +4, Listen +4, Spot +4
Possessions combat gear, *ring of protection +2*, *Khyber dragonshard rod*, masterwork crossbow, 40 bolts, *crimson dragonshard*, 500 gp in diamond dust

LARGE MAGMA PARAELEMENTAL **CR 5**

NE Large elemental (earth, extraplaner, fire)
Manual of the Planes 180
Init –1; **Senses** darkvision 60 ft.; Spot +6, Listen +5
Languages Ignan, Terran

AC 17, touch 8, flat-footed 17
hp 68 (8 HD) **DR** 5/—
Immune fire, elemental type
Fort +10, **Ref** +1, **Will** +2
Weakness vulnerability to cold

Spd 30 ft.
Melee slam +12 (2d8+10 plus burn)
Space 10 ft./**Reach** 10 ft.
Base Atk +6; **Grp** +17
Atk Options Cleave, Power Attack
Special Attacks burn

Abilities Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 1
Feats Cleave, Improved Bull Rush, Power Attack
Skills Listen +5, Spot +6

Burn (Ex): Any creature grappled by the paraelemental or hit by the paraelemental's slam attack must make a DC 13 Reflex save or catch fire (see the *Dungeon Master's Guide*, page 303). The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. Creatures hitting the paraelemental with natural weapons or unarmed strikes must also make a DC 13 Reflex save or catch on fire.

Hell Hounds (2): hp 22 each; *Monster Manual* 151.

Salamander: hp 58 each; *Monster Manual* 219.

Tactics: The hell hounds move up to get multiple characters with breath weapons, baying loudly to alert Lamishal.

The magma paraelemental goes after any character who moves across the lava lake, though if it has an opportunity to bull rush a character into the lava, it does so (even at the risk of taking attacks of opportunity from its current opponent). Its total bull rush modifier is +15 (+17 if charging). It can move at normal speed through the lava.

The salamander stays within 10 feet of Lamishal until a foe reaches the area

LAMISHAL'S DRAGONSHARD

Khyber dragonshard rod: This rod is topped by a magnificent Khyber dragonshard that has a fire elemental bound within it. The rod deals 2d6 points of fire damage with a successful touch attack (a standard action), and grants the wielder resistance to fire 10 while held.

Moderate conjuration; CL 9th; Craft Rod, Bind Elemental feat; *lesser planer binding*; Price 18,000 gp.

Crimson dragonshard: This dragonshard was recovered by the PCs in "Crypt of Crimson Stars," taken by Yarrak off of Tophran's corpse and delivered to Lamishal. With the help of his allies, Lamishal attuned the Eberron dragonshard to the *fireball* spell. Once per day, he may quicken a *fireball* spell with no effect on the spell's level.

Moderate evocation; CL 11th; Craft Wondrous Item, Maximize Spell feat; *fireball*; Price 10,000 gp.

beside the gate, at which point he moves into melee.

Lamishal casts *mage armor*, *false life*, and *see invisibility* on himself before combat begins. He spends the first two rounds of combat casting *stoneskin* on the salamander and then himself. As soon as he can get two characters in its area, he casts an empowered *fireball*, followed by a second, quickened version (thanks to the Eberron dragonshard that he holds, remember it is still empowered).

His other preferred offensive option is to cast *scorching ray*.

If these options are exhausted, he moves on to *burning hands*. Though he prefers to avoid melee, he is quite capable of defending himself with his *Khyber dragonshard rod*. Lamishal can see invisible foes, and doesn't hesitate to point them out to his allies, perhaps indicating their position with a *scorching ray*.

CONCLUDING THE ADVENTURE

If the PCs fail to close the planar rift within 24 hours of their return to Sharn, the level of the lava lake in area 5 rises above the portal, making it much more difficult to close. After a week, the superheated lake of magma has grown vast enough to destabilize the foundation of the city, causing increasingly severe earthquakes as the bedrock the city is built upon slowly melts away. By the time Fernia's coterminous phase ends two weeks later, nothing is left of the City of Towers except a vast lake of lava. At that point, the planar portal vanishes.

If the PCs succeed, the vast majority of the population of Sharn has no idea that they were ever in danger. Provided Tophran's body was not completely destroyed, agents of the powerful merchant gather enough resources to pay for his *resurrection* after a couple of days. At this point, he is pleased to offer the PCs a 5,000 gp reward, and a offers a 10% discount on any dragonshard items they may wish to purchase now or at any point in the future. Depending on your plans for the campaign, Tophran may have another assignment for the PCs. Perhaps word of yet another powerful dragonshard reaches his ears, or perhaps one of the local criminal organizations moved in on his business while he was hiding. One thing is for sure, there is always trouble brewing somewhere in the City of Towers.

When he's not writing D&D books at his day job as an RPG designer at Wizards of the Coast, James Wyatt works on an EBERRON *novel for Wizards of the Coast. When he's not doing that, he spends precious little time with his wife and 8-year-old son. And when he's not doing that, he's playing entirely too much* World of Warcraft. *Once in a while, he'll post something on his website at aquela.com, usually about how busy he is. Only when all the rest is done does he sleep. Next time you see him, buy him a venti mocha Valencia at the nearest Starbucks.*

SCALING THE ADVENTURE

"Pit of the Fire Lord" is designed for a group of four 8th-level characters, but with a little work it can be adapted for use by 6th–7th-level characters or 9th–10th-level characters. Simply adjust all NPC character levels up or down as appropriate by a number equal to that which the average party level of your group deviates from 8. Don't forget to modify the amount of treasure found in the adventure appropriately. Specific changes to the adventure include:

6th–7th-level parties: Remove one of the hell hounds from area 1. Remove the fire elementals from area 3. Remove a salamander from area 4, and remove the paraelemental from area 5.

9th–10th-level parties: Advance the hell hounds in area 1 by 3–4 Hit Dice each. Make Noxic a juvenile red dragon. Replace the salamanders in area 4 with 1 noble salamander. Replace the paraelemental in area 5 with a six-headed pyrohydra.

When not planning new fiendish ways to destroy player characters, Andy Collins works as an RPG developer for Wizards of the Coast. He lives in Washington with his wife, RPG designer Gwendolyn F.M. Kestrel, and their two noisy half-Siamese cats. He also occasionally updates his website, andycollins.net.

THE PORTENT

by Peter Bergting

DOWNLOADING MOVIES BEFORE THEY'RE RELEASED ARE YOU?
NUH UH! WITH THIS NEW PROGRAM I CAN DOWNLOAD MOVIES...
...BEFORE THEY'RE EVEN MADE!
COOL! BUT AREN'T YOU WORRIED ABOUT SECURITY? THEY CAN TRACE YOU, YOU KNOW!
THE MOVIE-GNOMES CRACK DOWN HARD ON FILESHARING!
NOPES. I HAVE A KICK-ASS FIREWALL!
BUGGER...

THE PORTENT © '05 BERGTING

SEEKERS OF THE SILVER FORGE

BY TIM HITCHCOCK
BY ERIC DESCHAMPS
BY KYLE HUNTER

ANY SETTING | HIGH-LEVEL (13TH–20TH) | AQUATIC & DUNGEON CRAWL

Strange things have long plagued fishermen's nets—but none so strange as rotting fish that twitch and gasp for days after being taken from the water, or a gilled githyanki's severed head found in a shark's belly. Do these briny omens lend credence to rumors of a sunken githyanki city caught in a necromantic civil war?

"Seekers of the Silver Forge" is a D&D adventure for four 15th-level characters. Since the majority of the adventure takes place underwater, make sure you're familiar with the rules for underwater adventuring on pages 92–93 and 304 of the *Dungeon Master's Guide*. This adventure also utilizes some of the new rules and options detailed in *Stormwrack*, and although all the relevant rules are reprinted herein, you might wish to consult this book when expanding or adapting the adventure for your campaign. Finally, some of the villains in this adventure utilize the *Expanded Psionics Handbook*. These are the necrogiths (githyanki wights with levels in the soulknife psionic class). All the rules information you need to run the relevant encounters are given in the text of the adventure.

"Seekers of the Silver Forge" is a sequel to *Dungeon* #116's "The Death of Lashimire," although you need not have played the previous adventure to run this one.

Adventure Background

Ages ago, the githyanki city of Kamyn-Dhun drifted through silvery astral timelessness in all its glory and magnificence. Legend held that the *silver swords* produced by Kamyn-Dhun's forges were second to none in quality. For untold centuries, the githyanki looked to the spires of Kamyn-Dhun in awe—until it mysteriously vanished. Stories of Kamyn-Dhun eventually became myth. Githyanki rumor held that the smith who rediscovered the silver forges of Kamyn-Dhun would gain skill beyond compare. Many githyanki have spent their lives searching the endless silver of the Astral Plane, hoping to find the lost city. Their lives were wasted. For Kamyn-Dhun no longer resides on the Astral Plane.

Kamyn-Dhun's doom was sealed when the githyanki lich-queen learned that one of the city's most prominent leaders, a lich named Rha-zhul, had in fact been secretly leading a subversive religious cult dedicated to

the worship of Nerull, god of death. Although Rha-zhul himself was not a true cleric, the lich-queen nevertheless threw her forces against Kamyn-Dhun, intending to destroy the entire city for Rha-zhul's sins. Rha-zhul had anticipated this move, and planned an escape for his people. When the lich-queen's forces attacked the city, Rha-zhul wove an impressive spell that drew upon the slaughtered souls of Kamyn-Dhun's populace and transported a vast portion of the city onto the Material Plane. Yet the transport did not go exactly according to Rha-zhul's plan—his city manifested at the bottom of the sea on a Material Plane world. His people perished, and his city was crushed. The lich-queen struck all references to Kamyn-Dhun she could find from her empire, and the city entered the half-shadow of whispered legend.

Rha-zhul survived the catastrophic relocation of his city thanks to his prodigious magical talent and the fact that as a lich, he had no fear of drowning. In the days to come, he came to realize something darkly ironic. By drawing upon the souls of Kamyn-Dhun's dead to power its transport, he had infused the city with necromantic energy. The stones of its ruined towers and streets now seemed to hum with raw necromantic potential. Rha-zhul took this as a blessing, and came to view Kamyn-Dhun's "fall" instead as its "rise." He found, with great delight, that his faithful had risen as undead minions, and that the necromantic energies that suffused his city made it wonderfully easy to create other necromantic effects, minions, and items.

Yet Rha-zhul was not the only one to survive Kamyn-Dhun's fall. A small group of fifteen githyanki weaponsmiths survived as well. Makers of the famed *silver swords*, these few dozen gith were sequestered in one of Kamyn-Dhun's foundries at the time of the city's fall. Built to withstand worse shocks than trans-planar transport or the crushing weight of the sea, the forge's inner sanctum (protected by *walls of force*) prevented them from drowning. Over the next several days, they used the psionic powers of the forge to reshape their bodies, granting themselves and their children the ability to exist in the lightless depths by transforming themselves into aquatic creatures. The githyanki survivors also learned something else—those who died within the haunted walls of Kamyn-Dhun rose as undead.

Over the next several centuries, the descendants of those original weaponsmiths developed a unique society within the Foundry. They ventured out into the waters and ruins above only to hunt for food, and when their mothers and fathers died, they fed the bodies to the undying fires of the Silver Forge to prevent their rise as undead. These gith have lived in the shadows of the undead who rule the ruins above for centuries, their presence unguessed at by Rha-zhul, who long ago lost interest in his race's traditions and values. Until recently, when the introduction of a third faction threw their tiny world into chaos.

This third faction is a group of sahuagin cultists of Sekolah. Tasked to explore the sunken city by an air-breathing ally (the late psion Lashimire), these sahuagin managed to invade the Silver Forge and drove the surviving githyanki out into the ruins above. Robbed of their home of centuries, the githyanki have relocated in an encampment around a ruined astral longship in the rubble above. The refugees have been thrown into an alien world of nightmare, and only the steady leadership of a druid named Jharuh has kept them from madness. And now, the necromantic taint threatens to engulf more than the ruins of Kamyn-Dhun. The sahuagin have pierced the ancient seal between the ruins above and those below, and the necromantic energies have begun to react with the psionic potency of the Silver Forge.

Adventure Synopsis

The PCs travel to Kamyn-Dhun either in search of the source of a necromantic taint that has spread through the waters along the coast, or at the behest of a githyanki general who wants to know more about the sunken city. What they find is an eerie sunken city held in the grip of an undead host. Not long after their arrival, the PCs encounter a group of necrogiths and their zombie dire sharks chasing a group of aquatic githyanki. How the PCs interact with the dwellers of Kamyn-Dhun is up to them, but in order to stop the necromantic taint from spreading they must snuff the fires of the corrupted forge that is the source of all Kamyn-Dhun's woe.

Adventure Hooks

The pioneers and settlers of the Lost Coast (which can be any sparsely populated coastal region in your campaign) depend heavily on their fishermen for food. Fresh fish preserved by *gentle repose* spells cast by local clerics and then exported to inland cities for the tables of aristocrats and kings have traditionally brought a welcome influx of wealth to the settlers.

The fishermen are no strangers to the bizarre, but lately the catch has been strange indeed. Increasing numbers of fish pulled from the sea are already rotten and putrid. Yet horribly, they still flop and writhe. And perhaps worse is the strange humanoid head one fisherman found in the belly of an undead shark—a head with gills in the remaining stump of its neck.

Word of these alarming developments has reached civilization. The severed head ended up in the care of a prominent local scholar who identified it as a githyanki's head, yet he was at a loss to explain the gills. These rumors may be enough to pique the party's interest and send them to the Lost Coast to investigate. If not, the PCs could be hired by any number of patrons:

- A rich noble with a taste for rare rainbow albacore found only in the waters off the Lost Coast hires the PCs to "fix" whatever it is that's ruined the fishing so he can once again enjoy his favorite dish.

- A prominent cleric believes that the undead fish are a symptom of an evil hidden within the sea. He hires the PCs to investigate and eradicate the necromantic blight.
- The curious scholar who now owns the severed aquatic githyanki head hires the PCs to investigate the possibility of a new subspecies of gith that may dwell beneath the waves.

Payment for these missions should be in an amount equaling 20,000 gp, likely in the form of a single potent magic item such as a +1 *holy cold iron greatsword*, a *ring of invisibility*, or a *portable hole*.

As an alternate hook, a githyanki general named Gythra-Kyharz could approach the PCs with an offer. This hook works particularly well if the PCs allied with her during "Death of Lashimire." Gythra-Kyharz remained on the Material Plane for several months after the events in the previous adventure, spending most of that time poring over Lashimire's notes and theories about the sunken city. In that time, she became convinced Lashimire had indeed discovered Kamyn-Dhun. The discovery of the githyanki's head (reported to her by one of her spies) confirms it.

Gythra-Kyharz approaches the PCs with an offer. If they can travel to the site indicated on Lashimire's maps, explore the sunken city, and provide her proof that it is indeed Kamyn-Dhun, she promises to grant them a valuable award. This could be a piece of substantial information the PCs are seeking for another adventure, a promise of future services, or even a magic item similar in power to those listed above.

Journey to Kamyn-Dhun

Kamyn-Dhun is located about 50 miles out to sea, a few miles off the continental shelf at a depth of seven hundred feet. Reaching the site shouldn't be a problem for high-level characters capable of flight, teleportation, and similar magical modes of travel. Locating the sunken city is another matter. If the PCs recovered Lashimire's journal in area 6 of "Death of Lashimire," they should have all they need to locate the city. Otherwise, *find the path* is the most efficient method of determining where Kamyn-Dhun is located.

Once the PCs reach Kamyn-Dhun, they'll need to address solutions for several problems before they'll get far in the adventure.

Light: At a depth of 700 feet, the city of Kamyn-Dhun is in perpetual darkness—during the day, the light that reaches the region is the equivalent of starlight on a moonless night. All of the city's denizens possess blindsense or darkvision, and thus aren't hampered by the lack of light. Characters with magic light sources quickly find it difficult to mask their presence in the city. Even if the PCs have light, the water limits vision to a range of 4d8×10 feet. Beyond this range, only the ominous vague shapes of looming buildings can be discerned.

Air: Don't forget that *dispel magic* becomes a deadly and effective tactic for the denizens of Kamyn-Dhun if the PCs are using magic to breathe underwater. Rules for drowning appear on page 304 of the *Dungeon Master's Guide*.

Pressure: Water pressure is another major peril that the PCs face in this adventure. Since Kamyn-Dhun is just over 700 feet down, the water pressure inflicts 7d6 points of damage per minute. A successful Fortitude save (DC 15, +1 for each previous check) means the creature takes no damage in that minute. Creatures with the aquatic subtype ignore pressure for the first 500 feet of depth, and only take 1d6 points of damage per 200 feet below that when determining vulnerability to pressure damage.

Some deep-dwelling creatures are completely immune to pressure damage. Aberrations, elementals, and outsiders with the aquatic subtype are generally immune to pressure damage, as are certain other creatures adapted to the environment (such as giant squids, whales, or the creatures encountered in this adventure). As an effect that allows a Fortitude save, undead and constructs are also immune to pressure damage.

Temperature: The water in Kamyn-Dhun is cold, and deals 1d6 points of nonlethal damage per 10 minutes of exposure. A creature can negate this damage with a successful Constitution check (DC 12, +1 per previous check). Creatures native to cold or temperate aquatic environments (including the monsters in this adventure) are immune to hypothermia brought about by cold water.

Other things to remember: Some important rules to keep in mind for underwater adventuring:

- Characters who carry enough gear to weigh them down (16 pounds for Medium creatures and 8 for Small creatures) can walk along the sea floor, although they move at half speed through the water and ooze. Otherwise, creatures must make DC 10 Swim checks to move underwater. A creature that fails to meet both of these conditions is considered off balance. An off balance creature loses its Dexterity bonus to Armor Class and opponents gain a +2 bonus on attacks against it.
- An invisible underwater creature leaves a body-shaped "bubble" in the water. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).
- Slashing and bludgeoning attacks suffer a –2 penalty on attack rolls and deal half damage on a successful hit.
- Nonmagical fire does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). A supernatural fire effect is ineffective underwater unless its description states otherwise.

Kamyn-Dhun Features

As the descent continues, the pressure grows immense. The cold green colors begin blurring against the darker backdrop of the encroaching ocean floor. Further below rest great shards of stone, like the shattered teeth of a god strewn across the seabed. These

Helpful Magic

If the PCs take the time to research the problem of underwater exploration, you can reward their efforts by granting access to the following spells. These spells (and others like them) appear in *Stormwrack*.

Airy Water

Transmutation [Air, Water]
Level: Seafolk 6, Sor/Wiz 5
Components: S, M
Casting Time: 1 standard action
Range: 0 ft.
Area: 20-ft.-radius emanation centered on caster
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell turns normal water (or watery solutions) into a frothy substance that is as breathable as air. Both air-breathing and water-breathing creatures within the area can breathe normally.

Moving through *airy water* is easier than moving through normal water. Swimmers make a DC 10 Swim check once per round; they swim at their normal speed on a success, or half their normal speed on a failure. Creatures with a swim speed may simply use their swim speed without penalty. Creatures may instead use their land speed to move along the bottom at their normal speed. Creatures walking on the bottom do not pay any movement penalty for walking on sand, stone, or pebble seafloor and only pay 2 squares of movement per square of muck or mud entered.

Finally, *airy water* negates underwater combat penalties for all melee attacks, although ranged attacks still take the normal underwater penalty.

The spell does not filter or purify solid particles, so casting *airy water* on very turbid liquids, for example, would produce an area filled with dust or smoke (and impose similar penalties).

Material Component: A small handful of alkaline salts.

Transformation of the Deeps

Transmutation
Level: Blackwater 4, Drd 5, Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One creature per three caster levels
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

The creature you touch undergoes a transformation that allows it to survive in the terrible lightless depths of the oceans. This creates subtle changes in the spell's target, whose eyes become completely black and whose flesh becomes hard and cold.

The target of this spell gains the ability to breathe water and is rendered immune to damage from both the temperature and the pressure of extreme depths of water. Additionally, she gains darkvision out to 60 feet.

must be the ruins of the legendary city of Kamyn-Dhun.

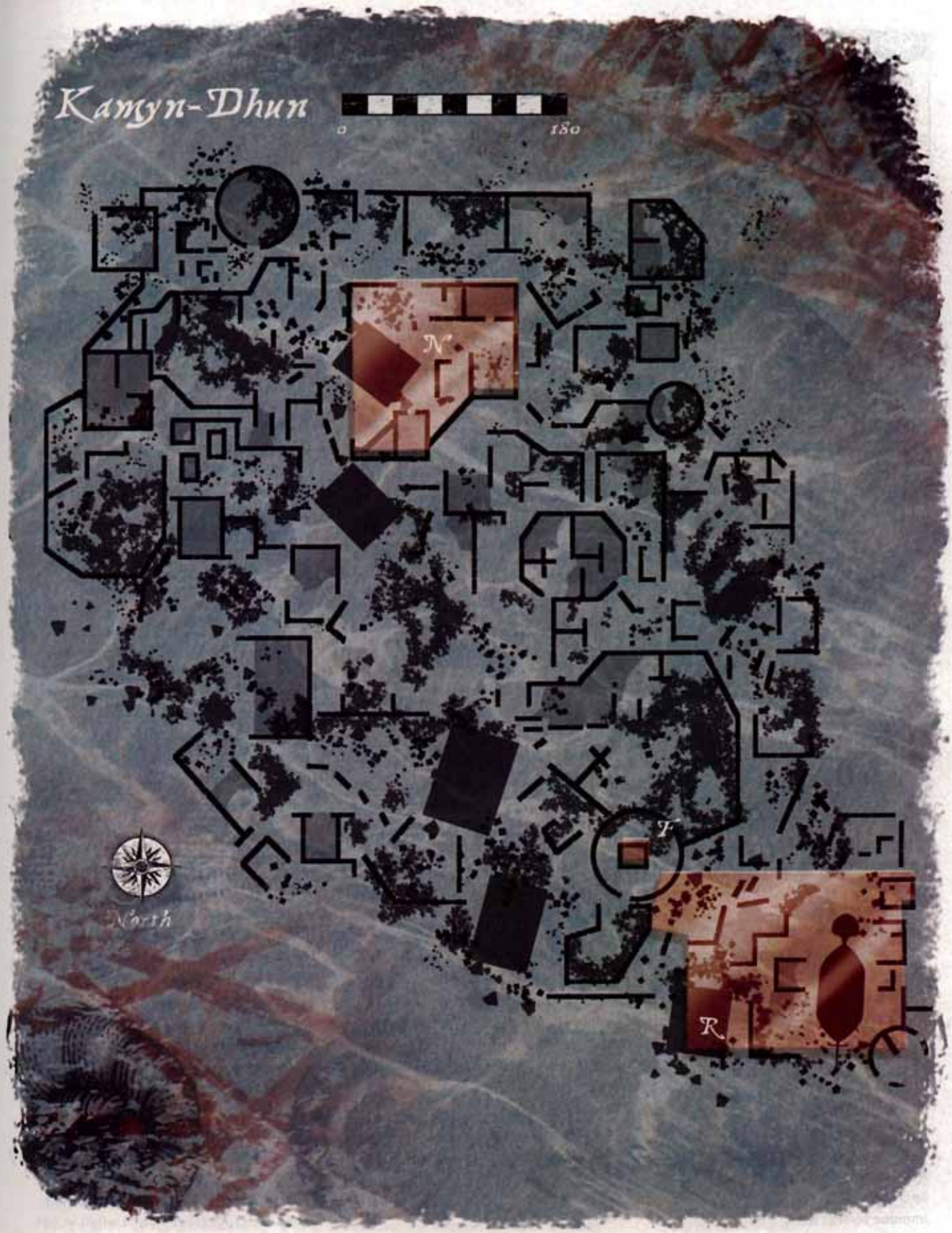
The ruins of Kamyn-Dhun have slept upon the ocean floor for centuries, creating a jagged landscape of toppled spires and imploded lattices of crumbling stone. Strange fish dart everywhere as if engaged in a complex game of hide and seek, and strange shellfish, tube worms, and other creatures nestle within the ancient cracks and crevices of residual cataclysm. Significant portions of the city have crumbled away completely, leaving nothing but rubble and ooze-coated seabed in their wake. One particularly large section of Kamyn-Dhun is located in the center of these fields of rubble and ruin and ooze—it is in this section, shown on the map of Kamyn-Dhun, that "Seekers of the Silver Forge" takes place.

It's likely that when the PCs first arrive at Kamyn-Dhun, they have little idea of where to start their search. This is okay. Allow them to explore the sinister sunken city when they first reach it. Let characters search collapsed buildings for hints and abandoned treasures as they wish. A one-hour exploration of a sunken building has a 25% chance of yielding some minor treasures found with a DC 20 Search check. These treasures should mostly come in the form of strange triangular gold coins minted by the ancient githyanki, or as small gold, silver, or even platinum or gemstone art objects. The total value of treasures found with each check is equal to 3d6×10 gp.

Any attempt to use *detect magic* or *detect evil* in Kamyn-Dhun reveals that the entire city, every single block of stone and heap of rubble, radiates strong auras of evil and necromantic magic. A successful DC 20 Concentration check allows a character to see through these omnipresent auras and observe other auras in the area. These auras have a specific and horrid effect on creatures that die in the city. Any aberration, animal, dragon, fey, giant, humanoid, magical beast, or monstrous humanoid that has an intelligence score of at least 1 whose dead body lies among the haunted stones of Kamyn-Dhun rises as a zombie after 1d4 rounds. Undead bodies that are destroyed do not rise as zombies.

The necromantic power in these ruins also functions as a constant *desecrate* effect on unholy ground that cannot be dispelled. Turning checks take a –6 profane penalty in Kamyn-Dhun, and all undead in the city gain a +2 profane bonus on attack rolls, damage rolls, and saving throws. They also all gain +2 hit points per Hit Die. These modifications are already included in the stat blocks given later in the adventure. Anyone who casts *animate dead* in Kamyn-Dhun may create as many as double the normal amount of undead. A *consecrate* spell counters this effect, but only for the duration of the *consecrate* spell, and only within the area of effect of the consecration.

The githyanki lich Rha-zhul has spent much of his time experimenting with and refining the raw necromantic power that infuses the stones of his city. His first major success was creating a necrogith. Since then, most of his creations have been little more than idle fancies, although he has recently discovered a new method of transforming a dead creature into an undead thrall, and has managed to apply this


Kamyn-Dhun
0
180
N
T
R
North

Kamyn-Dhun Encounters

d%	Encounter	Average EL	Source
01–15	1d4+2 necrogiths	14	See below
16–30	2d4 sahuagin hunters	14	See below
31–40	Colossal monstrous crab	13	*Stormwrack*
41–45	1 scyllan	13	*Stormwrack*
46–50	1 kraken	12	*Monster Manual*
51–60	1 elder water elemental	11	*Monster Manual*
61–75	1 zombie dire shark	10	*Monster Manual*
76–85	1 zombie plesiosaur	10	*Stormwrack*
86–90	1 caller from the deeps	9	*Stormwrack*
91–100	1 zombie giant squid	7	*Monster Manual*

technique to a kraken.

Check for an encounter once per hour (with an 8% chance of an encounter occurring), or simply roll on or pick from the table above as you see fit to liven up the adventure's pace. Note that some of the creatures listed on the table are from *Stormwrack*; if you don't have access to this book, simply substitute the result for a monster you're more familiar with.

Kraken: Several krakens live in the region, although each of these has a fairly large territory—the PCs should thus only encounter one living kraken during this adventure. For more advice and inspiration on running encounters with krakens, consult "The Ecology of Krakens" in *Dragon* #334.

Zombies: The zombie dire sharks, zombie plesiosaurs, and zombie giant squids that infest Kamyn-Dhun are uncontrolled undead created when such creatures perish too closely to the infected stones of the sunken ruin. Most of these undead drift aimlessly on the deep currents, lurching to shuddering animation when anything living ventures too close. Note that these zombies are much larger than those that can be created with *animate dead* spells.

Zombie Dire Shark **CR 10**
NE Huge undead (aquatic)
Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0
AC 21, touch 9, flat-footed 20
hp 309 (36 HD); **DR** 5/slashing
Immune undead traits
Fort +12, **Ref** +13, **Will** +20
Spd swim 60 ft.
Melee bite +25 (2d8+12)
Space 15 ft.; **Reach** 10 ft.
Base Atk +18; **Grp** +33
Abilities Str 25, Dex 13, Con —, Int —, Wis 10, Cha 1
SQ single actions only
Feats Toughness

Zombie Plesiosaur **CR 10**
NE Gargantuan undead
Init –1; **Senses** darkvision 60 ft.; Listen +0, Spot +0
AC 18, touch 5, flat-footed 18
hp 275 (32 HD); **DR** 5/slashing
Immune undead traits
Fort +10, **Ref** +9, **Will** +18
Spd 10 ft., swim 70 ft.
Melee bite +27 (4d6+21)
Space 20 ft.; **Reach** 20 ft.
Base Atk +16; **Grp** +41
Abilities Str 36, Dex 8, Con —, Int —, Wis 10, Cha 1
SQ single actions only
Feats Toughness

Zombie Giant Squid **CR 7**
NE Huge undead (aquatic)
Init +2; **Senses** darkvision 60 ft.; Listen +0, Spot +0
AC 21, touch 10, flat-footed 19
hp 207 (24 HD); **DR** 5/slashing
Immune undead traits
Fort +8, **Ref** +10, **Will** +14
Spd swim 80 ft.
Melee tentacle +21 (1d6+15) or bite +21 (2d8+15)
Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacle)
Base Atk +12; **Grp** +29
Abilities Str 28, Dex 15, Con —, Int —, Wis 10, Cha 1
SQ single actions only
Feats Toughness

Necrogiths: This encounter is with a group of Rha-zhul's undead githyanki soldiers. The necrogiths view Kamyn-Dhun as their rightful home, and patrol its ruined byways regularly. The first time you roll this encounter, you should instead run Event 1: The Greeting Party. If you've already run this event, this encounter is instead with a patrol of 1d4+2 necrogiths.

Necrogith **CR 10**
Male and female githyanki wight soulknife 7
LE Medium undead
Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +1
Languages Githyanki
AC 24, touch 14, flat-footed 20; Dodge
hp 59 (7 HD)
Immune undead traits
SR 12
Fort +2, **Ref** +9, **Will** +6
Spd 40 ft. (8 squares)
Melee mind blade +13 (1d6+6/19–20) and slam +6 (1d4+4 plus energy drain)
Base Atk +5; **Grp** +9
Atk Options psychic strike +2d8
Special Atk psionics
Spell-Like Abilities (CL 7th)
3/day—*daze* (DC 11), *blur*, *dimension door*, *mage hand*
Abilities Str 18, Dex 18, Con —, Int 10, Wis 13, Cha 12
SQ create spawn, turn resistance +6, undead traits
Feats Combat Reflexes, Dodge, Skill Focus (swim), Weapon Focus (mind blade)[B]
Skills Hide +13, Intimidate +11, Listen +11, Move Silently +11, Swim +10
Possessions *+2 shadow chain shirt*
Energy Drain (Su): Any living creature struck by a necrogith's slam attack gains one negative level. It's a DC 14 Fortitude save to remove this negative level. For each such negative level bestowed, the necrogith gains 5 temporary hit points.
Create Spawn (Su): Any humanoid slain by a necrogith becomes a wight in 1d4

rounds. Spawn are under the command of the necrogith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Mind Blade (Su): As a move action, a soulknife can create a semisolid blade composed of psychic energy distilled from his own mind. The blade is identical in all ways (except visually) to a short sword of a size appropriate for its wielder. The wielder of a mind blade gains the usual benefits to his attack roll and damage roll from a high Strength bonus.

The blade can be broken (it has hardness 10 and 10 hit points); however, a soulknife can simply create another on his next move action. The moment he relinquishes his grip on his blade, it dissipates (unless he intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of overcoming damage reduction.

At 4th level the mind blade gains a +1 enhancement bonus on attack rolls and damage rolls.

Even in places where psionic effects do not normally function a soulknife can attempt to sustain his mind blade by making a DC 20 Will save. On a successful save, the soulknife maintains his mind blade for a number of rounds equal to his class level before he needs to check again. On an unsuccessful attempt, the mind blade vanishes. As a move action on his turn, the soulknife can attempt a new Will save to rematerialize his mind blade while he remains within the psionics-negating effect.

Weapon Focus (mind blade): A soulknife gains Weapon Focus (mind blade) as a bonus feat.

Wild Talent: A soulknife gains Wild Talent as a bonus feat. (This provides the character with the psionic power he needs to materialize his mind blade, if he has no power points otherwise.)

Throw Mind Blade (Ex): Normally, a soulknife of 2nd level or higher can throw his mind blade as a ranged weapon with a range increment of 30 feet. The necrogith in this adventure can't use this attack underwater.

Psychic Strike (Su): As a move action, a soulknife of 3rd level or higher can imbue his mind blade with destructive psychic energy. This effect deals an extra 1d8 points of damage to the next living, nonmindless target he successfully hits with a melee attack (or ranged attack, if he is using the throw mind blade ability). Creatures immune to mind-affecting effects are immune to psychic strike damage. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away, provided they are living, nonmindless creatures not immune to mind-affecting effects.)

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind blade with psychic energy again by taking another move action.

Once a soulknife has prepared his blade for a psychic strike, it holds the extra energy until it is used. Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown and misses), it is still imbued with psychic energy when the soulknife next materializes it.

At 7th level, the extra damage from a soulknife's psychic strike increases to +2d8.

Free Draw (Su): At 5th level, a soulknife becomes able to materialize his mind blade as a free action instead of a move action. He can make only one attempt to materialize the mind blade per round, however.

Shape Mind Blade (Su): At 5th level, a soulknife gains the ability to change the form of his mind blade. As a full-round action, he can change his mind blade to replicate a longsword or a bastard sword. The soulknives in this adventure prefer to fight with their mind blades in short sword form, as piercing weapons are more effective underwater.

Mind Blade Enhancement (Su): At 6th level, a soulknife gains the ability to enhance his mind blade. The necrogiths always choose to enhance their mind blade by giving it the keen weapon quality. The weapon ability or abilities remain the same every time the soulknife materializes his mind blade.

Speed of Thought: A soulknife gains Speed of Thought as a bonus feat at 6th level. This psionic feat grants the soulknife an insight bonus to his speed of 10 feet, as long as he isn't wearing heavy armor.

Sahuagin Hunters: This encounter is with a band of sahuagin rangers and their shark companions. Members of a tribe from the south, these sahuagin have been sent to track down and eradicate Humagu, a sahuagin priest allied with an enemy tribe. They suspect Humagu is hidden somewhere in Kamyn-Dhun, but they aren't sure where. Although their goals may be similar to those of the PCs, the sahuagin are intolerable racists and have no interest in allying with air-breathers. They treat the PCs as poorly as they treat Humagu and her underlings, attacking to kill.

Sahuagin Hunter **CR 9**

Male sahuagin ranger 7

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Listen +18, Spot +18

Languages Aquan, Sahuagin

AC 22, touch 13, flat-footed 19

hp 67 (9 HD)

Fort +7, **Ref** +11, **Will** +7

Weakness freshwater sensitivity, light sensitivity, water dependent

---

Spd 30 ft., swim 60 ft.

Melee +1 *trident* +12/+7 (1d8+4) and +1 *short sword* +12/+7 (1d6+2) and bite +11 (1d4+2) and 2 rakes +11 (1d4+2)

Base Atk +9; **Grp** +13

Atk Options favored enemy (elf) +4, favored enemy (animal) +2

Special Atk blood frenzy

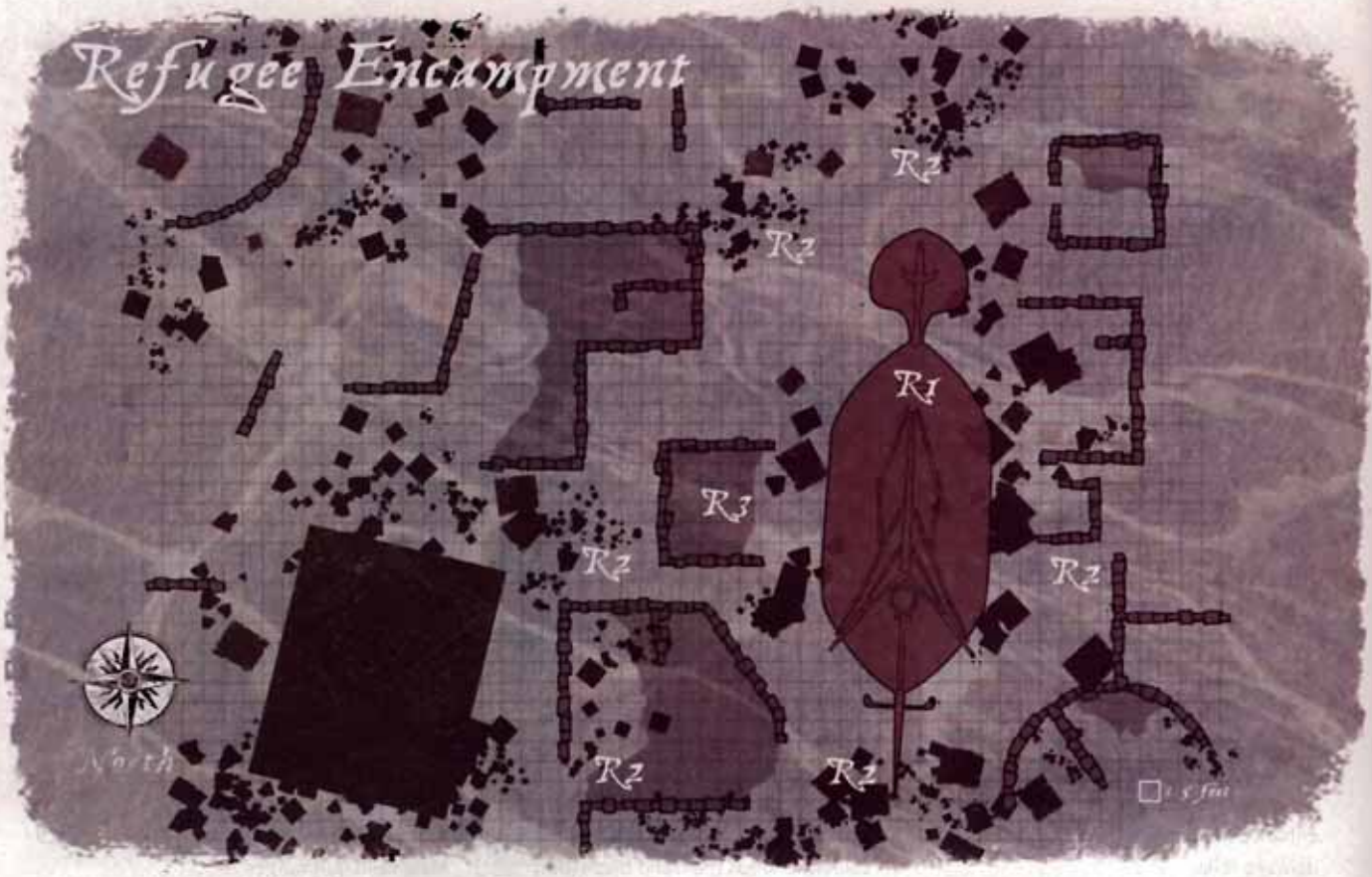
Spells Prepared (CL 3rd):

1st—*charm animal* (DC 13), *resist energy*

Abilities Str 18, Dex 17, Con 15, Int 12, Wis 14, Cha 8

SQ animal companion (blue shark), woodland stride

Feats Combat Reflexes, Endurance[B], Great Fortitude, Improved Two-Weapon Fighting[B], Multiattack, Track[B], Two-Weapon Fighting[B]



Skills Handle Animal +6 (+10 with sharks), Hide +15 (+19 underwater), Knowledge (nature) +10, Listen +14 (+18 underwater), Ride +5, Spot +14 (+18 underwater), Survival +13, Swim +19

Possessions +1 *leather armor*, +1 *trident*, +1 *short sword*, *amulet of natural armor* +1

Blood Frenzy (Ex): Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round. It cannot end its frenzy voluntarily. While in a frenzy, its statistics change as follows:

AC 20, touch 11, flat-footed 17

hp 76

Fort +8

Melee +1 *trident* +13/+8 (1d8+5) and +1 *short sword* +13/+8 (1d6+2) and bite +12 (1d4+2) and 2 rakes +12 (1d4+2)

Abilities Str 20, Con 17

Blue Shark Animal Companion CR —

Neutral Medium animal (aquatic)

Init +3; **Senses** blindsense 30 ft, keen scent; Listen +7, Spot +7

AC 18, touch 13, flat-footed 15

hp 27 (5 HD)

Fort +7, **Ref** +7, **Will** +2

Spd swim 60 ft.

Melee bite +6 (1d6+3)

Base Atk +3; **Grp** +5

Abilities Str 14, Dex 16, Con 13, Int 1, Wis 12, Cha 2

Feats Alertness, Great Fortitude, Weapon Finesse[B]

Skills Listen +7, Spot +7, Swim +10

Event 1. The Greeting Party (EL 15)

Eventually, the PCs should encounter a group of necrogiths that have engaged a small group of refugee githyanki from the encampment. You should stage this encounter at some point after the PCs have had a chance to explore Kamyn-Dhun for a bit, perhaps having one fight with a wandering monster or a chance to explore one or two buildings. You should also start this event if the PCs seem about to explore one of the three keyed encounter sites (the refugee encampment, the necrogith encampment, or the foundry).

Creatures: A group of necrogiths on patrol have encountered a small group of aquatic githyanki from the refugee encampment. These six githyanki were out scavenging for food when the necrogiths found them. The battle has just begun, and the PCs' attention is likely drawn to it as the six panicked githyanki swim into their midst, pursued by the necrogiths and their zombie dire shark minions.

Necrogiths (4): hp 45; see page 66.

Zombie Dire Sharks (2): hp 237; see page 66.

Aquatic Githyanki Refugee CR 5

Male and female githyanki fighter 1/sorcerer 3

LN Medium humanoid (aquatic)

Init +1; **Senses** darkvision 60 ft., Listen +1, Spot +1

Languages Githyanki

AC 12, touch 11, flat-footed 11

hp 29 (4 HD)

SR 9

Fort +6, **Ref** +2, **Will** +2

Spd 30 ft., swim 30 ft.

Melee mwk spear +6 (1d8+3/×3)
Base Atk +2; **Grp** +7
Spells Known (CL 3rd, 1d20+5 to overcome SR):
1st (6/day)—*mage armor, magic missile, shield*
0 (6/day)—*detect magic, flare* (DC 12), *mending, prestidigitation, read magic*
Psionic Abilities (CL 4th):
3/day—*blur, daze* (DC 12), *mage hand*

Abilities Str 15, Dex 12, Con 16, Int 6, Wis 8, Cha 14
SQ summon familiar (octopus; +3 bonus on grapple checks)
Feats Alertness (while familiar is in arm's reach), Craft Wondrous Item, Spell Penetration, Weapon Focus (short spear)
Skills Concentration +6, Listen +1, Spot +1, Swim +14
Possessions masterwork short spear, *amulet of natural armor +1*, masterwork shipbuilding tools

Tactics: The necrogiths and zombie dire sharks initially focus their attentions on the fleeing githyanki refugees, trying to kill them before they can reach area **R**. If the PCs intervene, the necrogiths swiftly recognize that the PCs are a greater threat and turn their attentions to them. The zombie sharks make no such distinction—they always attack the nearest living target.

Developments: If any of the githyanki refugees survive this encounter, they regard the PCs with a combination of curiosity and trepidation. They've never encountered surface dwellers before, although they have heard vague rumors of such creatures. They try to flee to area **R** if the PCs adopt threatening poses. The refugees can only speak Githyanki, but if the PCs can overcome this language barrier they should find forging an alliance with the strange aquatic githyanki to be relatively easy. Their initial attitude is indifferent—if they can be made helpful, they offer to lead the PCs to their leader Jharuh, who dwells at area **R**. The githyanki refuse to answer direct questions—not because they're evasive, but because they simply don't know *how* to answer the PCs' questions. They promise that "Great Jharuh" can tell them what they need to know, and otherwise tend to answer questions by informing the PCs,

Jharuh

"Jharuh is the wisest of us all—he's going to lead us to a new place soon, a place free from enemies and death."

Refugee Encampment

A small section of the southeast runs has been occupied and defensively maintained by the aquatic githyanki refugees who escaped from the Foundry when the sahuagin invaded. These githyanki are completely unlike any the PCs may have encountered before—not only have they psionically adapted to the deep sea environs, but generations spent inside a small, self-contained world have left them shockingly undeveloped as a society. Generations of inbreeding have also taken their toll on their mental faculties. Still, they are loyal and devoted to each other, and dote upon their beloved leader, an old druid named Jharuh.

The refugee encampment is built around a ruined astral longship that the refugees have converted into a temporary shelter. Currently, only 15 githyanki refugees remain in the group, counting the six that the PCs may have saved from death in the earlier event.

The githyanki are no match for 15th-level PCs, although if the PCs attack, the githyanki heroically die to the last in an attempt to defend their leader. Slaughtering the entire tribe gains the PCs nothing, unless they take the time to use *speak with dead* on Jharuh's corpse, in which case they may learn something of Kamyn-Dhun's current troubles.

R1. The Astral Longship

The hull of a sunken longship juts from amid a low mound of ruined buildings

and rubble in the center of this compound. Less than a quarter of the hull remains buried beneath the rubble, but the exposed sections of hull seem to be in very poor shape. The rigging and oddly-shaped mast appears to be intact, but the design is quite alien, consisting of an almost wing-like skeletal array of booms and stays that would seem to be quite impractical upon the high seas.

A DC 25 Knowledge (the planes) check identifies the ship as a ruined astral longship, a vessel the githyanki use to sail the silver currents of the Astral Plane. The ship's interior now serves as the aquatic githyanki tribe's living quarters, at least until their leader Jharuh is able to lead them back to the "promised land."

R2: Guardpost

Each of the areas marked **R2** on the map indicate locations manned by a lone githyanki refugee. If the PCs stumble across this encampment without being led here by those they saved from the necrogiths, they may be spotted by one of the sentries located here. In this case, the githyanki quickly retreats to area **R1** to alert Jharuh.

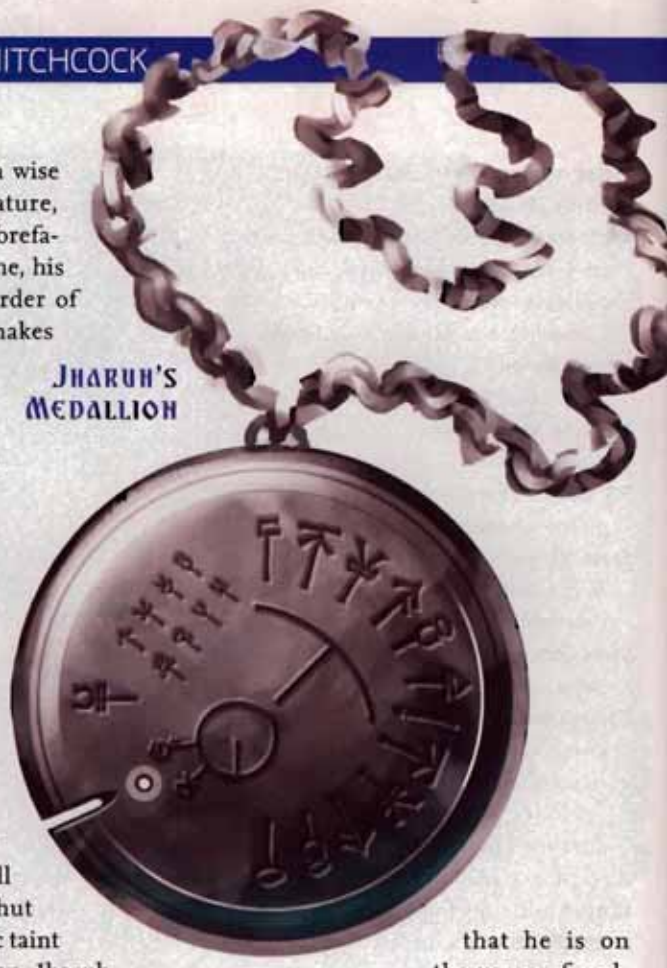
R3: Storehouse

This 25-ft.-square ruin adjacent to the hull of the sunken longship serves the githyanki as a storehouse for food and relics they've recovered from the ruined city. A large stack of sealed crates lines the west wall. Jharuh has been using this section of ruins to store basic supplies and ancestral artifacts he hopes to liberate from Kamyn-Dhun when he leads his kin on an exodus.

Treasure: Inside the various cases are a lens, an assortment of masterwork tools, 250 ft. of silk rope, some sails, a spyglass, and 18 pieces of githyanki jewelry (worth 100 gp apiece).

Talking to Old Jharuh

Old Jharuh (LN male githyanki druid 8) is an aged githyanki who has led the aquatic githyanki for nearly 140 years. In that time, he has grown into something more than a legend but less than a god to his simple kin. Unlike the other githyanki, Jharuh is a wise and intelligent creature, a throwback to his forefathers. At the same time, his love of the natural order of the Material Plane makes him unlike any other githyanki—he has become a fairly powerful druid. When forced to fight, he does so with a *+1 silvered scimitar* forged by his ancestors in the Foundry. He wears a silver medallion around his neck that has several strange markings etched on its face. This is a *forge key*, and an important item the PCs will eventually need to shut down the necromantic taint that plagues the region. Jharuh knows it only as an heirloom handed down the generations from one leader to the next.



Jharuh's Medallion

By studying ancient carvings he's discovered in the ruined city over the past century, Jharuh has learned the true nature of his githyanki heritage. He has tried to explain to his followers many times the peculiarities of the Astral Plane, yet their minds are unable to grasp such complexities. He knows this realm is not for them, and that if they are to flourish and if their descendants are to have any hope of reclaiming their racial glory, they must escape Kamyn-Dhun. Jharuh has become convinced that his tribe would not survive a physical journey. He believes that their only path to salvation is a return to the Astral Plane. He also knows that his ancestors had the ability to travel between the planes with their innate ability to *plane shift*. He spent the last several years honing his skills and his abilities in an increasingly desperate attempt to unlock his own psionic potential to do the same and lead his people to safety on the Astral Plane, but now that he is on the verge of realizing this power, the arrival of the sahuagin and the loss of his tribe's home has him on the edge of despair.

Jharuh alone of the aquatic githyanki knows exactly how important the PCs are to the tribe's survival. He has learned a little of the surface world through his studies of ancient githyanki carvings recovered from Kamyn-Dhun—not much, but enough to know that the PCs are possible allies. He introduces himself to them as soon as he can, and tries to determine the reasons for their arrival. His hope is to secure the PCs' aid in defeating Rhazhul's forces so that he'll have time to achieve 9th level (and the ability to *plane shift* his people to safety). To this end, he answers any questions the PCs may have as directly and honestly as he can. Answers to possible questions the PCs might pose to him follow.

Who are you? What are these githyanki doing here under the sea? "My name is Jharuh, and these are my people—the survivors of doomed Kamyn-Dhun. This has been our home for generations... although to be

precise, our home was a protected foundry nearby. We lived there, at peace and in peace, until we were forced from our home by fiends who dug through the rock and brought the taint of these cursed stones to the Silver Forge."

How did you get here? "We have always lived here. Our ancestors have always lived here. Once, long ago, the people of Kamyn-Dhun lived in a different realm, the silver realm, but they were cast down to the solid world as punishment for the sins of one of their leaders, a man named Rha-zhul."

Why do you have gills? "Our ancestors used the Silver Forge to adapt to this new realm. They pass this gift on to us, their children, from beyond the Silver Forge."

What were those other undead githyanki that attacked your people? "They were the unliving minions of the ruler of this place. They are the necrogiths, and they serve the lord of Kamyn-Dhun, Rha-zhul. He dared to bring the taint of necromancy into the silver realm, and the rulers of the silver realm punished him and his entire city for his sins. The necrogiths detest us for our life. They view Kamyn-Dhun as their world, and view us as intruders."

What is the source of the undead that plague this place? "Unfortunately, I cannot say. Were I to guess, I would place the blame on Rha-zhul, although I fear even he is but a manifestation of Kamyn-Dhun's doom. An investigation of him or his holdings could reveal much about the nature of this taint, although Rha-zhul is a terrible and mighty foe, one with whom I would not want to cross paths."

Why don't you leave this place? "We plan to. Soon, I shall learn the secret ways of my ancestors, and I shall take my kin back to the silver realm to atone and reclaim our true and rightful mantles."

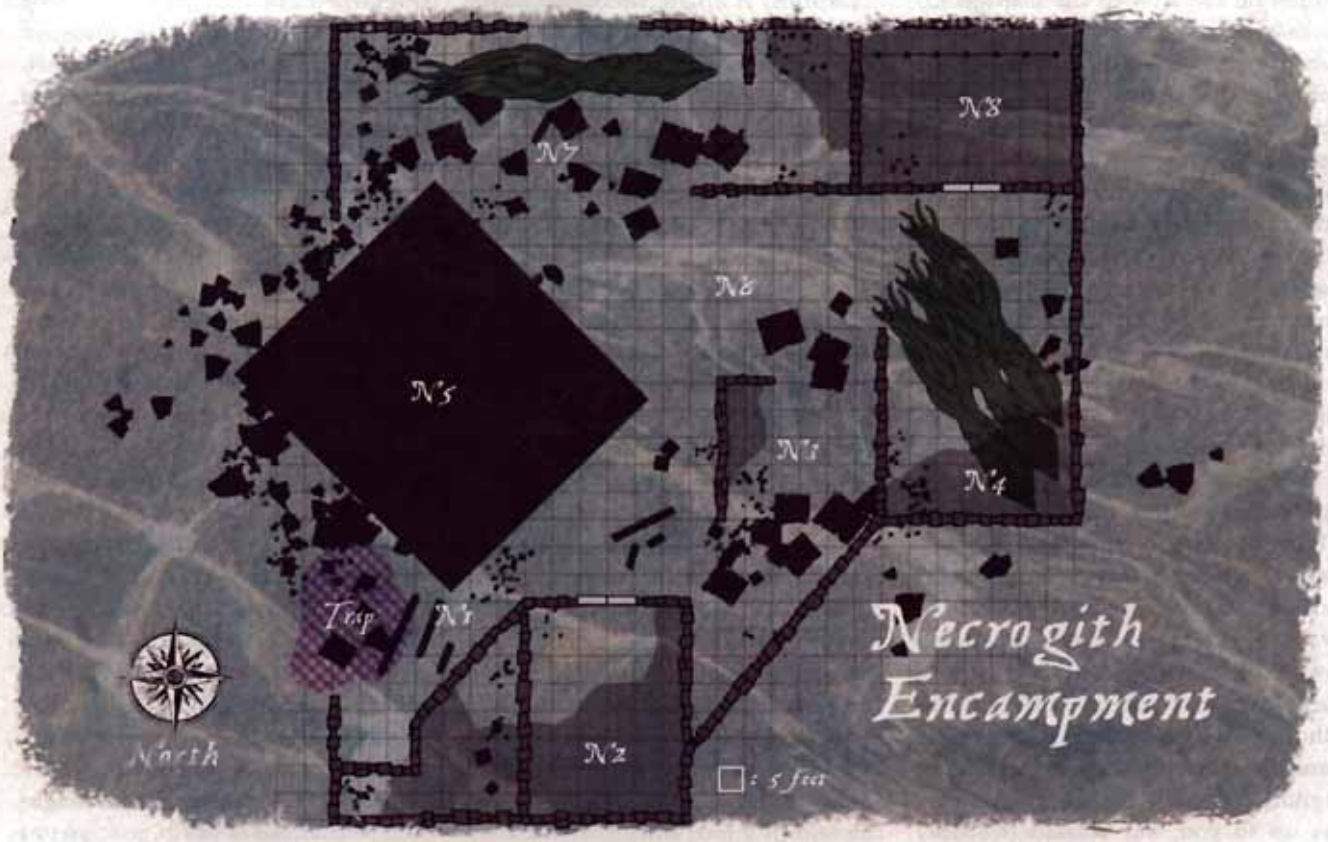
Is there anything we can do to help? "Yes! You can remove those fiends from the Silver Forge! We can return there, and be safe from the necrogiths if these fiends are slain."

Can you help us? "Alas, I dare not. My people are loyal and skilled, but they are simply outclassed by the threats that surround us. I must stay here and protect them."

Jharuh can give the PCs directions to the Necrogith Encampment and the Foundry, although he tries to encourage the PCs to seek out the Foundry and kill the "fiends" (sahuagin) that now control it. If the PCs indicate they plan to do just that, Jharuh reverently hands them his +1 *silvered scimitar*, telling them that only its touch can open some of the doors that seal the foundry. This isn't quite true anymore, since these wards have now faded.

NECROGITH ENCAMPMENT

Before Kamyn-Dhun was cast from the Astral Plane, Rha-zhul dwelt in a massive and impressive tower of crystal, silver, and stone. This tower shattered when the city appeared here, and now all that remains are these ruins. In his madness, Rha-zhul still considers this ruin his home, and has often promised himself



he would rebuild its majesty some day when other, "more pressing" matters have been settled.

The exterior of the encampment is almost entirely surrounded by free-standing walls. The two exceptions are a break in the west wall where a large 60-ft.-diameter cylindrical structure has crashed through it. Perhaps part of a tower, the exterior of the cylinder has been sealed entirely with rubble. The other break is in the north wall where a 15-ft. section has collapsed inward. Of course, these walls pose little barrier today, as it's a simple matter to swim over them. The necrogiths that dwell within depend on their own morbid strengths to defend Rha-zhul and his holdings.

Rha-zhul's most recent obsession is the sudden bloom in necromantic power he's detected in the waters surrounding the region. He has narrowed down the source of this bloom to the Foundry (area **F**), but after several of his necrogiths were destroyed or damaged by the sahuagin that now hold the site, he's at a loss as to how to proceed. He's witnessed first hand the power the sahuagin cleric Humagu wields when she managed to command several of his necrogiths to obey her, and he's been investing much of his work lately in developing an undead champion to send against the sahuagin that she won't be able to so easily command. He has created one such champion so far—an undead kraken, but would like to create one or two more so victory can be assured. Until then, he's had his necrogiths engage in sporadic skirmishes against the sahuagin, more to let them know he hasn't given up the fight than in any real attempt to defeat the invaders.

The PCs can approach the Necrogith encampment from any direction. The encounter areas detailed below assume the camp is not in a state of alarm. The necrogiths are fairly lax when it comes to security—centuries of being the dominant force in the area have made them so. Eventually, though, the presence of the PCs in the area becomes impossible for them to ignore. The point at which this occurs is up to you, but should probably happen as soon as the PCs kill at least 5 necrogiths or the corpse kraken. At this point, the remaining necrogiths in the complex mobilize and gather around area **N8**, waiting for Rha-zhul to command them further.

N1. The Guard Post (EL 14)

A sizable break in the wall opens into a half-shattered building. Inside, wreckage is strewn everywhere and the seafloor is littered with broken stone and fallen marble pillars. Everything is overgrown with strange tube-like encrustations, writhing seaweed, and pale shellfish. The north wall of the building has collapsed, as has half of the ceiling above. A narrow alley exits from the northeast corner.

Any living creatures that attempt to enter this area must contend not only with the area's guardian, but with a nasty trap designed by Rah-zhul. The githyanki lich intended at one point to create several more of these traps, but after finishing this one his fractured mind grew distracted and he moved on to other projects.

Creature: A single necrogith floats motionless in the water here. Despite its apparent listlessness, it is nevertheless alert and ready to react to any sign of intrusion.

Necrogith: hp 45; see page 66.

Tactics: The necrogith waits in the water about 15 feet away from the area marked with a **T**. Once the trap is triggered, he quickly moves into action to finish off anyone who wasn't killed by it. If, on the other hand, the enemy approaches from another angle, he swims right through the trapped area. As an undead creature, he won't trigger it, but he hopes to lure a living creature into the area.

If the necrogith survives long enough to realize that the PCs are more than he can handle, he retreats to area **N7** to raise an alarm.

Trap: Camouflaged within the rubble and strange encrustations on the walls in the western portion of this room is a wide bed of undead sea urchins. These spiny little menaces can sense life within 5 feet; once they do, they explode in a volley of thousands of tiny poison needles. This burst of necromantic spines affects all creatures within a 10-foot-radius burst of the area marked with a **T** on the map. Anyone so damaged finds that each needle is infused with negative energy that burns away their health and life with astonishing efficiency.

Necromantic Urchin Trap: CR 14; magic device; proximity trigger (living creature approaching within five feet); repair reset; DC 25 Reflex save half; 14d6 piercing damage; any creature that suffers damage from this trap must also make a DC 25 Fortitude save to avoid 3d6 Constitution drain from negative energy; Multiple targets (all creatures in a 10-ft.-radius burst); Search DC 35, Disable Device 35.

N2. Map Room

The interior of this building has been cleaned of all rubble and refuse. A small three-foot-wide chunk is missing from the ceiling in the northwest corner, but otherwise, the structure is in surprisingly good repair. The only feature in the chamber is an intricate scale model of what appears to be a city of towers built on a madman's stony face. The entire sculpture is about four feet across, and sits awkwardly on the ground, its underside rough and unsculpted stone.

The sculpture is in fact a three-dimensional map of the city of Kamyn-Dhun, which once perched upon the petrified face of a dead god of madness and fear before it was hurled from the Astral Plane. The sculpture survived the transposition to the Material Plane only because it is made of magically enhanced stone.

Rha-zhul uses the map periodically to "plan" his explorations and the actions of his necrogiths in the ruined city. The githyanki lich is able to correlate this map to the ruins' current state only because he's dwelt here for hundreds of years—the map is unfortunately useless to the PCs as an aid in their navigation of the ruins.

Treasure: The map sculpture weighs 3,500 pounds, but is worth 5,000 gp to a

collector who realizes it may be the only surviving map of lost Kamyn-Dhun.

N3. Body Reclamation Mound (EL 13)

There is little left of this structure. The ceiling is collapsed and the majority of the north and south walls have crumbled away. Debris have been piled high in the room, a morbid combination of ruined weapons, armor, and dozens, if not hundreds of waterlogged humanoid corpses.

This hideous mound of githyanki bodies were once necrogiths. After these undead soldiers are killed, other necrogiths eventually gather the bodies and return them to this mound, where the necromantic taint of the surrounding stones prevents them from decomposing further. Once every few years, when his troops begin to run low in number, Rha-zhul gathers these bodies and performs several necromantic rites upon them to repair and restore the necrogiths to unlife.

Creatures: Three necrogiths are adding several bodies to this mound when the PCs arrive. These new additions may even be necrogiths the PCs themselves have earlier slain. The necrogiths abandon their task and immediately attack any intruders.

Necrogiths (3): hp 45 each; see page 66.

Tactics: The necrogiths don't initially think of the PCs as a threat, but if they're still around after a few rounds of combat, they'll retreat to area **N8** to alert their master.

N4. Body Art

This rubble-strewn, large open terrace faces a squat, solid building. The opening faces a set of closed double doors. Three pallid carcasses of immense giant squids lie amongst the stones, their rotting bodies weighed down by stones. Intricate runes and sigils have been carved into the leathery flesh of the dead bodies.

A successful DC 30 Knowledge (arcana) check correctly identifies the dead "squids" as dead krakens. Rha-zhul spent several months before the sahuagin invasion of the Foundry scouring the surrounding sea for krakens, killing them and hauling their bodies back here for preparation. A DC 25 Knowledge (arcana) check identifies the runes on the bodies as necromantic markings meant to preserve a body—these markings also prevent the stones of Kamyn-Dhun from animating the bodies as zombies. Rha-zhul has greater plans for these kraken. He has already managed to animate one as a corpse creature (see area **N7**) and hopes to do the same for these three soon.

N5. Necrogith Bunker (EL 16)

A partially collapsed tower looms from the ooze-thick seabed here, forming a stony arch over an area of exposed rock. The interior of the sheltered area is barren of growth and deposits of mud.

Creatures: Dozens, if not hundreds of necrogiths serve Rha-zhul, although the majority of them are constantly scouring the ruins and surrounding sea for bodies or bits of interesting sunken treasures to bring back to Rha-zhul. The lich keeps a relatively small contingent of his undead minions nearby. Nine necrogiths float placidly in the waters here. If any living creature enters this area, they immediately lurch forward and attack, pursuing their enemies until they are slain and possibly arousing the wrath of other undead creatures lurking in the encampment.

Necrogiths (9): hp 45 each; see page 66.

N6. The Silver Spire

A single twisted spire of gleaming silver coils up from the sea bed here, to a height of thirty feet. The spire is strangely free of sediment, stain, and discoloration. Three feet wide at the base, the thing juts up almost like a crooked, bent needle of metal, its tip a razor-sharp lance.

This twisted silver spire is all that remains of the necromantic engine that Rha-zhul used so long ago to transport his city to the Material Plane. The power of the transport far exceeded Rha-zhul's estimate, and the engine compacted in on itself, twisting and compressing into this spire of silvery metal. The stuff is as hard as adamantine, and close inspection reveals that it rejects even the water surrounding it—a thin layer of air sheaths the entire thing. The spire radiates strong conjuration magic in addition to the ubiquitous necromantic magic. It is now inert and useless, little more than a reminder of the city's former life. The spire is highly reflective, and Rha-zhul often uses it as an arcane focus for *scrying*.

N7. The Waiting Kraken (EL 15)

What was once the roof of this long building is now a fractured blanket of stone and tile fragments strewn across the floor. The majority of the north wall has collapsed inward. Some of its debris has been haphazardly piled back up to help cover a wider opening into a courtyard.

Creature: Rha-zhul's most recent creation, an undead advanced kraken, floats idly in this chamber. He currently controls the corpse kraken via a *command undead* spell, but his control is tenuous. The kraken remembers bits of its prior life, and rebels against its new subordinate existence as much as it can. Rha-zhul ordered the creature to wait in this chamber for new orders, and has spent the days since studying his techniques so that the next corpse kraken he creates is more compliant.

This creature was created by applying the corpse creature template from the *Book of Vile Darkness* to a 26-HD kraken.

Corpse Kraken **CR 15**
NE Gargantuan undead (aquatic)
Init –1; **Senses** darkvision 60 ft., low-light vision; Listen +36, Spot +36
Languages Common, Aquan

AC 19, touch 5, flat-footed 19
hp 221 (26 HD)
Immune undead traits
Fort +10, **Ref** +14, **Will** +20

Spd swim 20 ft.
Melee 2 tentacles +38 (3d8+16/19–20) and
6 arms +36 (1d6+9) and
bite +36 (4d6+9) and
slam +36 (2d8+9)

Space 20 ft.; **Reach** 15 ft. (60 ft. with tentacle, 20 ft. with arm)
Base Atk +26; **Grp** +52
Atk Options Combat Expertise, Improved Trip, improved grab, constrict 2d8+16 or 1d6+9
Spell-Like Abilities (CL 9th):
1/day—*control weather*, *control winds*, *dominate animal* (DC 18), *resist energy*

Abilities Str 39, Dex 8, Con —, Int 21, Wis 20, Cha 20
SQ ink cloud, jet
Feats Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle), Improved Initiative, Improved Natural Attack (tentacle), Improved Trip, Great Fortitude, Multiattack
Skills Concentration +29, Intimidate +34, Knowledge (geography) +34, Knowledge (nature) +34, Listen +36, Spot +36, Swim +22, Use Magic Device +34

Tactics: The corpse kraken follows Rha-zhul's orders to the letter—it remains motionless but observant in this area, despite the PCs' actions in nearby areas. If it is attacked, though, it defends itself with a terrifying wrath, striking out at all creatures in reach (PC or necrogith alike).

Development: Since the corpse kraken won't initiate attacks, it's possible that the PCs could communicate with the creature—Rha-zhul gave it no commands to remain silent. Before Rha-zhul slew it, the kraken fancied itself a god—it even menaced a tribe of locathah into worshiping it. The undead kraken detests its new existence almost as much as it hates Rha-zhul, and if the PCs speak to it, the undead beast is all too willing to explain to them who did this to him and where he can be found. The kraken can't aid the PCs in a fight against Rha-zhul as long as the *control undead* spell Rha-zhul cast on it is in effect. The spell's duration has 4 more days to go, but if the PCs dispel it, the kraken is willing to aid them in any way it can in a fight against the lich.

H8. Rha-Zhul's Realm (CR 19)

The water flooding this chamber seems somehow unhealthy. It's colder, darker, and murky, like rainwater flooding an open grave. The source of this unwelcome taint may well be the morbid trophies that lie heaped along the east and west walls. Pieces of creatures lie or float in a rotting mess, an insane tangle of bones, waterlogged entrails, and flesh luminescent with putrification. Mixed in with this unwelcome slurry are hundreds of stone slabs, each bearing some form of carving or spidery rune etchings. Slabs of larger stones in the central portion of the room seem to serve as tables, and are heaped with strange instruments, fetishes, and other unknowable necromantic tools. To the south, a gently swaying wall of bones gathered from thousands of bodies hangs on a tangled matrix of preserved tendons and strips of flesh, creating a grim backdrop for two nine-foot-tall statues. Each of these equally horrid statues depicts a looming humanoid figure, cobbled together from bones that have been reshaped and fused together. Each figure is painfully thin and grips a twisted bone scythe. The blades of

these scythes arch inward to cross their points in the center of the room, directly over a low stone block that looks almost like an altar.

This structure is Rha-Zhul's personal temple and laboratory. The two statues are his creations—distorted depictions of the god Nerull, shown as a skeletal githyanki made from the bones of fish and other creatures. As its appearance indicates, this chamber is a well-stocked (and well-used) necromantic laboratory, but it also functions as a shrine to Nerull, as a DC 20 Knowledge (religion) check can establish.

Creature: Rha-zhul spends most of his time in this chamber, alternately performing days-long rituals to Nerull or perfecting his necromantic research. Lately, his time has been consumed with developing a more easily-controlled version of the corpse kraken in area **N7**.

Rha-zhul is a pale and emaciated creature, his thin rubbery skin pulled so tight across his bones that they threaten to tear it. His pupiless eyes are dull and gray, and he doesn't appear to have eyelids. He wears the rotten apparel of a high-ranking githyanki, however both his garb and his body are crusted with patches of barnacles and wisps of seaweed. During his time as one of Kamyn-Dhun's rulers, Rha-zhul was one of the city's most powerful blackweave warlocks, a type of githyanki necromancer that specialized in the manipulation of negative energy. What few of his allies suspected, though was that in addition to mastering the blackweave, Rha-zhul had long been a worshiper of Nerull. He never became a true cleric, but his faith in the outlawed deity is nonetheless strong—strong enough to enrage the lich-queen when she discovered Rha-zhul's forbidden secret. Rha-zhul's familiar died when the city arrived in the sea, and he never bothered to replace it.

The blackweave warlock prestige class is detailed in full in issue #100 of *Dungeon* (in that issue's *Polyhedron* section), but all pertinent rules information for running an encounter with Rha-zhul is reprinted in his stat block below.

Rha-Zhul
CR 19
Male githyanki lich sorcerer 6/blackweave warlock 10
NE Medium undead (augmented humanoid, extraplanar)
Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +10
Aura fear (DC 27)
Languages Common, Draconic, Githyanki, Infernal

AC 23, touch 12, flat-footed 21
hp 136 (151 with *false life*) (16 HD); **DR** 15/bludgeoning and magic
Immune cold, electricity, polymorph, mind-affecting, undead traits
SR 21
Fort +5, **Ref** +7, **Will** +14

Spd 30 ft.
Melee +1 *spell storing kukri* +15/+10 (1d4+3/18–20) and touch +8 (1d8+7 negative energy plus paralysis and energy drain)
Base Atk +10; **Grp** +10
Atk Options paralysis (DC 27)
Special Atk death touch 3/day
Spells Known (CL 6th, or CL 18th for necromancy spells):
6th (3/day)—*create undead, eyebite* (DC 25)
5th (6/day)—*fabricate, passwall, teleport, waves of fatigue* (DC 24)
4th (9/day)—*animate dead, bestow curse* (DC 23), *enervation, scrying* (DC 22)
3rd (9/day)—*fly, gentle repose, ray of exhaustion* (DC 22), *vampiric touch*
2nd (10/day)—*blindness/deafness* (DC 21), *command undead, false life, ghoul touch* (DC 21), *spectral hand*
1st (10/day)—*chill touch* (DC 20), *comprehend languages, identify, ray of enfeeblement, shield*
0 (6/day)—*arcane mark, detect magic, disrupt undead, mending, message, read magic, touch of fatigue* (DC 19)
Psionics (CL 6th):
3/day—*blur, daze* (DC 18), *dimension door, mage hand, telekinesis*
1/day—*plane shift* (DC 23)

Abilities Str 10, Dex 14, Con —, Int 17, Wis 14, Cha 26
SQ death ward, inherent bonuses, necromancer (+2), turn resistance +4
Feats Craft Wondrous Item, Forge Ring, Heighten Spell, Martial Weapon Proficiency (kukri), Spell Focus (necromancy), Weapon Finesse, Weapon Focus (touch attacks)[B]
Skills Bluff +28, Diplomacy +11, Hide +10, Intimidate +11, Knowledge (arcana) +22, Knowledge (religion) +12, Listen +10, Move Silently +10, Search +11, Sense Motive +10, Spot +10, Spellcraft +24
Possessions +1 *spell storing kukri* (contains *vampiric touch*), *wrappings of armor* +6 (as *bracers of armor* +6 but

takes up the vest/vestment/shirt magic item slot), *amulet of proof against detection and location*, *ring of Charisma +6* (as *cloak of Charisma +6*), *ring of freedom of movement*

Death Touch (Su): Rha-zhul can make a special melee touch attack three times a day. On a hit, roll 20d6. If the total of this roll at least equals the target's current hit points, it dies. This is a death effect.

Death Ward (Su): Rha-zhul is protected by the effects of a *death ward* spell at all times.

Energy Drain (Su): Rha-zhul's touch attack bestows two negative levels on a hit. It's a DC 28 Fortitude save to remove one of these negative levels.

Inherent Bonuses: Rha-zhul read a *tome of leadership and influence +1* in ages long past, and thus has a +1 inherent bonus to his Charisma.

Necromancer: Rha-zhul adds his blackweave warlock class level +2 to his sorcerer levels to determine his caster level for spells from the school of necromancy.

Tactics: Rha-zhul is an ancient being, one who has rarely met an equal in power. This, and the madness that keeps him from accepting the fact that his great escape plan left his beloved city in ruins are the two greatest advantages the PCs have over this dangerous foe. Rha-zhul does not immediately attack the party when he first encounters them, even if he has been summoned by necrogiths fleeing their wrath. Instead, he reacts with passive curiosity. He asks the PCs why they have trespassed upon his home, eager to find out if they were prompted by foolish bravado or simple ignorance. Canny PCs might be able to learn something of Kamyn-Dhun's history by speaking with the lich. If they ask him about the spreading necromantic taint, though, Rha-zhul grows suspicious and turns the questions back on the PCs, demanding to know what they know about this matter. He's noticed that the ebb and flow of necromantic energies has changed in the stones of Kamyn-Dhun, but isn't sure what might be the cause. He certainly won't admit this lack of knowledge to the PCs, but might try to use them to find his own answers.

Eventually, his patience wears out and he decides to collect the PCs for spare parts.

In combat, Rha-zhul prefers to fight from behind the ranks of undead minions. If any necrogiths are still present, he sends them in to attack in melee while he uses his ranged spells against the PCs. Yet Rha-zhul does not shy away from melee combat, either. With his damage reduction and the fact that bludgeoning attacks are less effective underwater, combined with his spell resistance and numerous immunities, there's little that the lich fears. He generally saves his *death touch* attack until a few rounds of combat have allowed him to soften up his enemies.

Treasure: There's a wealth of valuable information hidden in this room; the numerous stone tablets Rha-zhul has collected over the centuries from the surrounding rubble contain much of the lost lore of Kaman-Dhun. In all, there are three tons of tablets and etched stones scattered throughout this room. The writing is all in Githyanki, but to one who can read the language and has an interest in the legendary city's history, they are invaluable. A rich collector might pay as much as 10,000 gp for the entire lot, perhaps even more. Unfortunately, if word of this find spreads, and if the lich-queen of the Githyanki is around to learn of it, she'll certainly send squads of powerful githyanki knights to destroy the collection and slay anyone who's seen the tablets. Even after all these years, she does not want word of Kamyn-Dhun to spread.

Rha-zhul's phylactery is a spherical red gemstone that seems to contain hundreds of faintly glowing, slowly spinning githyanki runes deep inside it. The phylactery is embedded in the solid stone foundation below the eastern statue of Nerull, fifteen feet down. The depth of the phylactery ensures it won't be discovered by *detect magic* cast in this room, although more powerful divination spells can give the PCs clues as to its location as you see fit. Rha-zhul rarely, if ever, needs to access it; when he does, he simply uses a *passwall* spell to open a passage to it. The phylactery itself sits in a tiny hollow in the foundation Rha-zhul created ages ago, so that when his passwall spell ends, the hollow remains and the phylactery won't be ejected out of the hole.

Development: If the PCs destroy Rha-zhul, his body reforms in 1d10 days. The lich is annoyed at the setback, enough so that he immediately sets to scrying on the PCs and observing their actions. Once he feels they're off guard, he gathers several necrogiths and teleports to their location in an attempt to exact his revenge upon them. Rha-zhul continues this cycle of rebirth and revenge until his phylactery or the PCs are destroyed.

THE FOUNDRY

The Foundry was one of the most important sites in old Kamyn-Dhun, for it was here that githyanki weaponsmiths (the ancestors of Jahruh's tribe) forged *silver swords*, utilizing a powerful psionic device called the Silver Forge.

The sahuagin who invaded the Foundry did so after learning from Lashimire of the Silver Forge reputed to be hidden within. The leader of these sahuagin, a cleric of Sekolah named Humagu, hoped to use the Silver Forge to create weapons to arm herself and her allies so she could attack a rival tribe of sahuagin that lives to the south. She and her sahuagin hunters could not enter the Foundry without a key, said (by Lashimire) to be one of the githyanki *silver swords*. Humagu waited for several weeks for Lashimire to deliver just such a sword, and finally gave up waiting and opted for brute force. She couldn't pierce the magically reinforced walls of the aboveground portion of the Foundry, so she called upon a xorn using *planar ally*. With the xorn's aid, she was able to "map" out the underground extent of the Foundry—the xorn was unable to move through the powerfully warded walls, but did

find an area in the southeast corner where the walls seemed to have weakened. Humagu used other conjured allies to dig a tunnel down to this area, carve out a cave to stage her forces, and then spent several months studying the exposed foundation wall. Finally, she discovered a method to penetrate the wards, and broke through the walls. In doing so, the wards around the entire Foundry immediately failed, and the protected interior was finally exposed to the necromantic taint suffusing Kamyn-Dhun.

When the taint reached the Silver Forge, the psionic energy stored within became corrupted. All of the weapons Humagu has created with the forge have emerged as cursed magic weapons, useless for her needs. Yet the sahuagin refuses to give up that easily. For the last several days, she has been studying the interaction between the psionic and necromantic energies, and she believes there may be a way to siphon the necromantic energies from Kamyn-Dhun, magnify them, and eventually focus them on distant locations. So far, her experiments and enhancements to the forge have done little more than extend the radius of Kamyn-Dhun's taint (thus causing the increase in undead fish in the sea). Eventually, she hopes to be able to focus the energies as a weapon to use against her hated foes.

Foundry Features

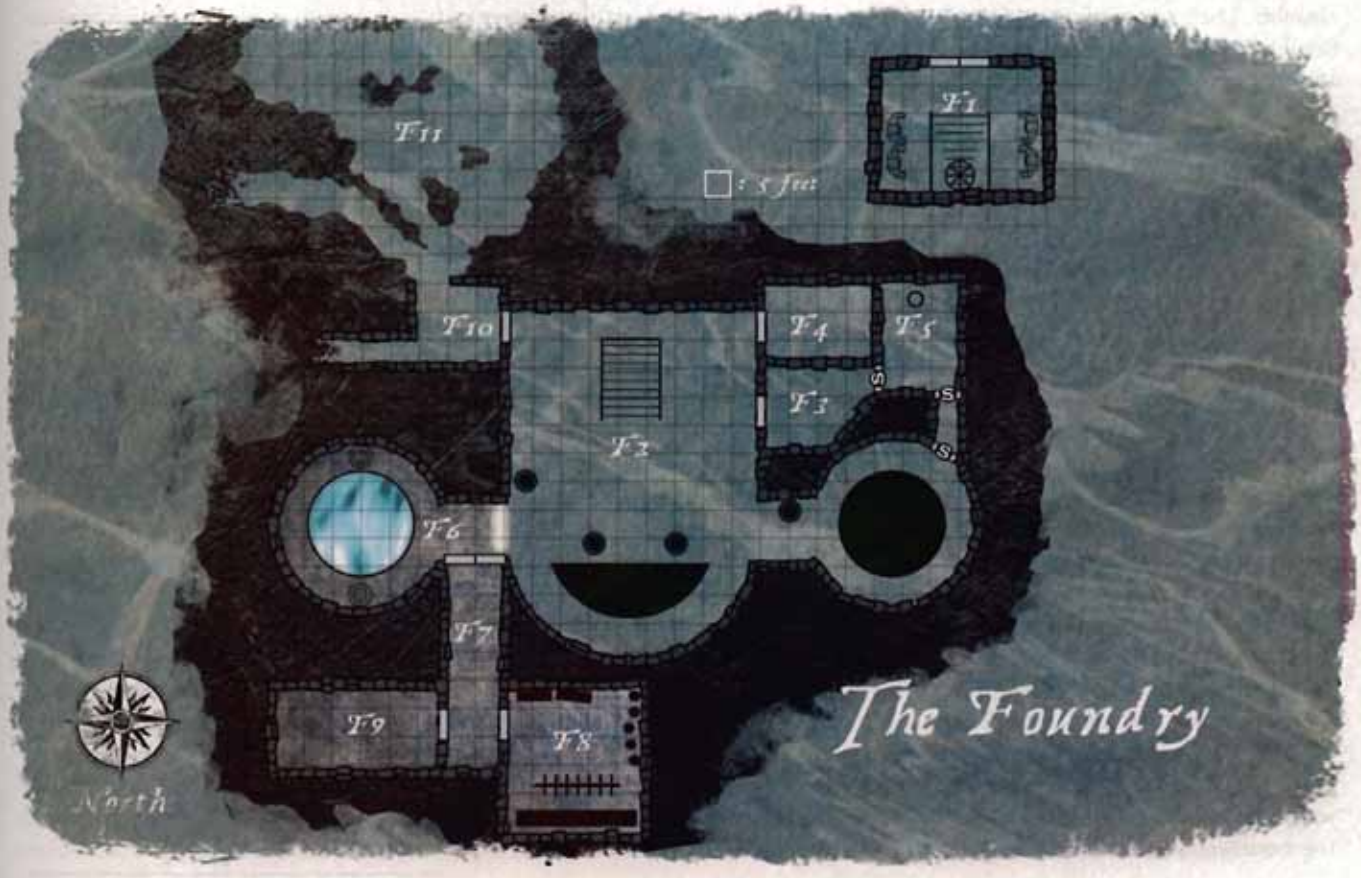
The Foundry's walls once incorporated fields of psionic ectoplasm that were similar to *walls of force*, but these walls have been breached. Now, the walls, doors, and structure are of plain reinforced masonry. Strong, but not strong enough to keep out determined characters. A portion of the Foundry (areas **F6–F8**) still maintains lesser versions of these barriers, and is actually still air-filled. Doors in the Foundry are made of iron—they were protected from corrosion in the water by the psionic ectoplasm, but in the few short weeks since those wards have failed, they have already started to deteriorate.

Corroding Iron Door: 2 in. thick; Hardness 10, hp 40; Break DC 25.

The above-ground entrance to the Foundry is an unassuming stone bunker, encrusted with ooze, silt, tube-worms, and other deep-sea vermin. The north face bears two massive stone doors. A DC 15 Search of the doors reveals that they've recently been opened, and that the faces of each are covered with Githyanki runes. The doors once only opened at the touch of a githyanki *silver sword*, but with the failing of the wards this lock has vanished. They are unlocked and can be opened with ease.

F1. The Entrance Hall (EL 15)

A ten-foot-wide set of stairs descends into darkness directly opposite the stone double doors that open into this chamber. The rest of the room is dominated by four huge stone statues of githyanki warriors. Each wields a differently shaped sword; while the statues themselves are made of a pale tan stone, the swords



are made of some sort of gleaming silver material. Above the stairwell hangs a strange device, something that looks like a strange spherical barred cage.

The cage above the stairs once contained a powerful kolyarut inevitable guardian who served as the Foundry's major-domo and doorman. The cage was damaged during Kamyn-Dhun's transport to the Material Plane, though, and with its failing magic the bound kolyarut escaped.

Creatures: Although the kolyarut managed to escape, this room is by no means unguarded. The four githyanki statues are actually stone golems programmed to attack any creature that enters the room—they only stay their attacks if at least one creature in the room holds a githyanki *silver sword*, or if at least one creature in the room is a githyanki. Jharuh's scimitar counts as a *silver sword* for these purposes.

There's not much room for the golems to move about in this room, but they don't really need to since their reach allows them to attack any creatures within the chamber. They pursue any intruders who flee into area **F2**, but do not pursue them any further.

The sahuagin use this entrance to exit the Foundry when they need to go hunt for food; they learned of the golems the hard way, and now make sure to carry +1 *silvered greatswords* from area **F8** at all times, even though they don't use the weapons in combat.

Stone Golems (4): hp 107 each; *Monster Manual* 136.

F2. The Central Atrium (EL 15)

This huge room has a high arched ceiling reaching a height of 25 feet. The far wall is curved dramatically around the edge of a crescent-shaped pit. Before the pit are two large well-shaped cauldrons. A dim silver light rolls into the room from the northeast corner, where a rectangular panel of faintly flickering illumination stands flush against the wall. Two doors stand in the west wall, and there's one to the east. To the northwest, a ten-foot-wide hallway leads to a circular room that contains a second pit.

The pits in the alcove and the one around the corner were once massive forges, while the cauldrons held water. The ancient githyanki smiths used these forges to do the initial work on shaping and folding *silver swords*—the final touches and the magical infusion of these weapons occurred in the Silver Forge itself (area **F6**).

The silver panel in the northeast wall is actually a wall of magical silver that functions in many ways like an opaque *wall of force*, barring physical entry into areas **F6–F8**. Unlike the one-time wards on the outer walls of this place, this wall wasn't made to protect the chambers beyond from intrusion as much as to seal off the Silver Forge chambers from outside contaminations.

A creature that touches the silver wall is teleported to the other side, into area **F6**; an unwilling creature can resist the teleportation with a successful DC 20 Will save. The wall can transport only one creature per round in this manner. The wall itself is powered by the Silver Forge—as long as the Silver Forge works, this wall cannot be destroyed. If the Silver Forge is deactivated, the wall can be taken down as if it were a normal *wall of force*.

Creatures: Several sahuagin hunters loyal to Humagu guard this area, along with their blue shark animal companions. There are eight sahuagin in all, although at any time 1d4 of them are sleeping.

Sahuagin Hunters, male sahuagin ranger 7 (8): hp 67 each; see page 67.

Blue shark animal companions (8): hp 27 each; see page 68.

Tactics: These sahuagin hunters work with their sharks to surround and flank their foes. They shriek and roar as they fight, their bellows alerting Humagu in area **F11**. She casts spells as detailed in that area, and then joins combat here in a few rounds. Their devotion to Humagu is beyond reproach, and they'll sacrifice themselves if they need to in her defense.

Note that if the PCs are pursued into this chamber by the golems in area **F1**, the constructs do not attack the sahuagin since they carry *silver swords*.

Treasure: In addition to their normal gear, each of these sahuagin hunters carries a +1 *silvered greatsword* strapped to their back. They do not use these githyanki weapons, though, and carry them only to protect themselves from attacks by the golems in area **F1**.

F3. Tool Room

The northwest wall of this room cuts off in a hard angle opposite the only door. The walls are lined with shelves and pegs that hold a plethora of hammers, tongs, clay blocks, molds, insulated clothing, bellows, and other tools and materials needed to run a forge.

This room hasn't been used since Kamyn-Dhun's sinking long ago. The masterfully hidden secret door to the east can be found with a DC 30 Search check.

F4. Shrine to Sekolah

The water in this room has a reddish tint and small fleshy bits of matter float in the brine. Broken carcasses of drowned men, aquatic elves, and fish-like humanoids litter the floor, their faces twisted in frozen anguish and their bodies mauled by immense bite marks. The center of the floor is marked with a huge glyph made of bones tied together with strands of hair.

The sahuagin have converted this room into a crude shrine to Sekolah. Humagu hasn't had the chance to properly consecrate the shrine, but her minions take an hour to worship here every day nonetheless.

F5. Purification Chamber

This sparse chamber is empty, save for a single silver and stone sword stand sitting against the southern wall. The walls, floors, and ceilings are graven with hundreds of intricate runes and glyphs, each of which pulsates in a faint silvery glow.

The secret doors leading into this chamber can be found with a DC 30 Search check. This chamber was used by the githyanki smiths to purify and prepare freshly crafted *silver swords*, a process that required 24 hours of uninterrupted meditation.

F6. The Silver Forge (EL 16)

This chamber is a shock to the senses—not only is it brightly lit by a massive circular pit of silver fire, but it's bone dry. The walls of the place shimmer with a mirror-like polish, giving the entire chamber a warped and disorienting feeling. To the north and south of the central pit are two low stone platforms, and on the wall behind each platform hang several long and strange tools of black metal. A pair of doors, each made of the same strange silvery material that covers the walls, stand in the northern wall of the eastern alcove. The air ripples with the heat of the silver flames. As some of the silver flames rise higher than the others, it becomes apparent that distorted, ghostly shapes dance within the fire.

This is the legendary Silver Forge of Kamyn-Dhun. At one point, the psionicly-powered forge aided in the construction of magical weapons (specifically, githyanki *silver swords*) by providing up to half of the experience points required to create the item and halving the time required for the process. Now that the forge has become corrupted with the damned and wrathful souls of haunted Kamyn-Dhun, these properties have faded. It can still be used to craft magic weapons, and still halves the creation time, but no longer provides any experience points toward the weapon's creation. In addition, the angry souls infuse weapons forged here with horrific curses. Roll on the tables on pages 272–273 of the *Dungeon Master's Guide* to determine the nature of a newly-crafted weapon's specific curse.

The silver flames in this room are exceptionally hot—creatures in this room take 1d6 points of fire damage per round. A creature that falls into the forge (which is itself only 10 feet deep) takes 10d6 points of fire damage per round. Any creature that takes this fire damage must make a DC 20 Fortitude save or gain 1d4 negative levels. It's a DC 20 Fortitude save to remove these negative levels.

The silver wall to the west looks no different than the other silvered walls, but it functions the same as the one in area **F2**, allowing one creature per round to touch it and transport to the other side.

The mirrored walls of this room are disorienting. When a creature is first exposed to the area, he must make a DC 15 Fortitude save or be dazed for 1d4 rounds.

Creature: Humagu used a *greater planar ally* spell to call upon one of Sekolah's favored soldiers to help guard this chamber—a horned devil named Merexilash. Unlike most horned devils, Merexilash has shark-like features instead of draconic features, can breathe water as well as air, and has a swim speed of 50 feet. His stats are otherwise identical to those given in the *Monster Manual*.

Merexilash quite enjoys his frequent visits to the Material Plane, although he's a little unhappy with his current assignment; he feels that simple guard duty is beneath his station. Nevertheless, he does the job as Humagu commands, as her payments to him for calling upon his services have never lacked in quality. The horned devil hides within the flames of the forge itself, basking in their caress thanks to his immunity to fire. PCs who enter the room can see him if they beat his Hide check with their Spot checks.

Merexilash, horned devil: hp 172; *Monster Manual* 55.

Tactics: Merexilash has readied an action to throw a *fireball* at any creature that enters this room that isn't accompanied by Humagu. He continues to hit intruders with *fireballs* and *lightning bolts* each round. When he runs out of these spell-like abilities, or when anyone engages him in melee, the devil instead enters melee, striking at those who try to stay out of reach of his claws with his spiked chain, which can reach any point in the room even if he doesn't leave the forge. If brought below 100 hit points, he tries to summon 1d6 barbed devils for aid.

Development: The Silver Forge has been ruined by the necromantic corruption, and if it is allowed to continue to burn, the "exhaust" of its torment continues to pollute the surrounding ocean. A character that observes the fires and makes a DC 25 Knowledge (arcana) check can tell that the forge has been corrupted by necromancy. If the PCs use *detect magic* in this area, it's obvious immediately that the necromantic corruption that infuses the stones of Kamyn-Dhun is strongest here.

The Silver Forge's fire can be extinguished in only a few ways. *Dispel magic* has no effect on the magical flames. A *rod of cancellation* or a *Mordenkainen's disjunction* automatically snuffs the flames. A *quench* spell has a chance of snuffing the fires, as long as the caster can make a DC 30 caster level check. *Miracle* and *wish* can also destroy the forge. Otherwise, the only way to extinguish the fires is by using the forge control set in the wall of area **F7**.

Treasure: The masterwork smithing tools hanging on the wall are made of adamantine. Six in all, they are worth 500 gp apiece.

F7. Forge Controls

The polished walls, floor, and ceiling of this long hallway are strangely disorienting. Apart from two doors at the southern end of the hallway, the only thing of interest is small circular disc set into the western wall near the northern doors. This disc bears twelve crystals arrayed around its edge, each of which bears a strange rune. The center is a pale green grill, and a nub extending from upper left part of the disc bears a tiny dial and a metal notch.

The metal disc is the control panel for the Silver Forge, although as it is, it cannot be used without a *forge key*.

Control Panel

While at one time all of the githyanki smiths who toiled here owned a *forge key*, today, the only *forge key* that remains is in the possession of the githyanki druid Jharuh. If the PCs have spoken to Jharuh, they may notice the similarity between this disc and the silver medallion he wore. In fact, the medallion fits snugly over the disc. By turning the medallion in the right combination, a person can control the intensity and nature of the flames in the Silver Forge. An *identify* or *analyze dweomer* on the *forge key* or the wall disc reveals the right combination required to shut the forge off. Otherwise it takes four consecutive DC 25 Use Magic Device checks to activate the controls blindly to have the same effect.

F8. Storage Room

Although the walls, floor, and ceiling of this room are of the same polished silvery metal, the chamber's disorienting feel is mitigated somewhat by the presence of numerous boxes, crates, barrels, shelves, and weapon racks, two of which hold two gleaming silver greatswords.

This room was used not only to store the raw materials needed to craft *silver swords*, but also to store completed swords before they could be given to their owners. The sahuagin have raided most of these swords and carry them as protection against the golems in area **F1**.

Treasure: The two greatswords on the weapon racks are both +1 *silvered greatswords*, fashioned ages ago by githyanki smiths. The raw materials found elsewhere are of excellent quality, and are worth 6,500 gp. They can be used by anyone who has the Craft Arms and Armor feat as the raw materials needed to fashion magic silvered weapons.

A DC 30 Search of the wall to the south of the weapon rack reveals a clever sliding panel locked with an *arcane lock* spell (caster level 15th). Within is a single githyanki *silver sword* (worth 50,350 gp and detailed on page 128 of the *Monster Manual*). Its creation finished only a few hours before the fall of Kamyn-Dhun, this sword never made it to its intended owner.

F9. Fueling Chamber

This room is empty, the walls, floor, and ceiling that same maddingly reflective silver. The only thing of note are three pairs of wall-mounted manacles. The manacles are made of the same strange silvery metal, and hang empty from the walls.

The Silver Forge uses psionic energy as "fuel." In order to fill the forge's reservoirs of psionic potential, these manacles were affixed to of prisoners. Over the course of a day, the manacles would drain all psionic potential from the donor, storing the potential in the forge itself. Kamyn-Dhun's fall destroyed these manacles, ensuring that if the Silver Forge is ever shut down, there's no real way to restart its flames short of rebuilding the entire Foundry.

F10. Guard Room (EL 13)

The floor of this room is cluttered with rubble and loose stone. To the east and south, collapses have torn through the walls. The one to the east seems complete, and has completely filled in the passageway with debris. The one to the south opens into a large cavern.

The passageway to the east once led to the sleeping quarters of the githyanki weaponsmiths, but Humagu's violent entrance through the south wall caused his wing of the Foundry to cave in.

Creatures: Four more sahuagin hunters and their shark companions stand vigil here, ready to alert Humagu if intruders make it this far. They fight to prevent anyone from entering area **F11**.

Sahuagin Hunters, male sahuagin ranger 7 (4): hp 67 each; see page 67.

Blue shark animal companions (4): hp 27 each; see page 68.

F11. Humagu's Cavern (EL 18)

The walls of this cavern seem unnaturally smooth, as if they had been carved from the bedrock rather than forming naturally. The ceiling is strangely low and uniform in height for a cave of this size, barely reaching over ten feet at its highest point. Strange glowing fish float lazily through the waters of the room, their soulless eyes staring vacantly.

The tunnel to the east was the one that Humagu and her sahuagin initially dug to stage their invasion of the Foundry. Humagu collapsed the tunnel to prevent intrusions into her new lair, and the sahuagin now use area **F1** to enter and exit the Foundry. The fish that swim in this chamber are undead examples of the Silver Forge's taint; Humagu allows them to share her home because she finds their presence strangely comforting.

Creatures: Humagu spends the majority of her time alone in this cavern, either offering up prayers to Sekolah, cavorting with her current favored bodyguards, or meditating on a possible method of harnessing the necromantic potential of the corrupted Silver Forge. She is an imposing figure, with dark bands running along her back, torso, and arms. She wields an impressive trident made of black coral and fitted with shark's teeth along its tines.

HUMAGU **CR 17**

Female sahuagin cleric 16

LE Medium monstrous humanoid (aquatic)

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft.; Listen +14, Spot +14

Languages Aquan, Common, Sahuagin

AC 26, touch 12, flat-footed 26

hp 138 (18 HD); **DR** 5/magic

Fort +15, **Ref** +9, **Will** +17

Weakness freshwater sensitivity, light blindness, water dependent

Spd 30 ft., swim 60 ft.

Melee +1 *dancing elf bane trident* +22 (1d8+7/19–20) and
1 or 2 talons +17 or +15 (1d4+1) and
bite +15 (1d4+1) and
2 rakes +15 (1d4+1)

Base Atk +14; **Grp** +17

Atk Options Combat Expertise

Special Atk blood frenzy

Spells Prepared (CL 16th, +14 ranged touch):

8th—quickened *cure critical wounds*, *power word stun*[D], *unholy aura* (DC 23)

7th—*blasphemy*, *destruction* (DC 22), quickened *dispel magic*, *power word blind*[D]

6th—*blade barrier*[D] (DC 21), *greater dispel magic*, *heal*, *harm* (DC 21)

5th—quickened *divine might*, *greater command* (DC 20), *righteous might*[D], *slay living* (DC 20), *spell resistance*, *wall of stone*

4th—*cure critical wounds* (2), *death ward*, *divine power*[D], *greater magic weapon* (already cast), *poison* (DC 19)

3rd—*cure serious wounds* (2), *dispel magic* (2), *magic vestment*[D] (already cast), *meld into stone*, *searing light*

2nd—*bull's strength*[D], *cure moderate wounds* (2), *hold person* (DC 17), *shatter* (DC 17), *status* (already cast), *spiritual weapon*

1st—*command* (DC 16), *cure light wounds* (3), *divine favor*, *magic weapon*[D], *sanctuary* (DC 16), *shield of faith*

0—*cure minor wounds* (2), *guidance*, *mending*, *read magic*, *resistance*

D: Domain spell. Domains: Strength, War

Abilities Str 16, Dex 10, Con 16, Int 14, Wis 20, Cha 12

SQ speak with sharks

Feats Combat Expertise, Craft Magic Arms and Armor, Great Fortitude, Improved Critical (trident), Improved Initiative, Lightning Reflexes, Multiattack[B], Quicken Spell, Weapon Focus (trident)[B]

Skills Concentration +19, Handle Animal +6 (+10 with sharks), Hide +0 (+4 underwater), Knowledge (arcana) +18, Knowledge (religion) +18, Listen +10 (+14 underwater), Ride +7, Spellcraft +20, Spot +10 (+14 underwater), Swim +11

Possessions +1 *invulnerability glamered studded leather armor*, +1 *dancing elf bane*

trident, amulet of natural armor +2, ring of protection +2

Blood Frenzy (Ex): Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round. It cannot end its frenzy voluntarily. While in a frenzy, Humagu's statistics change as follows:

AC 24, touch 10, flat-footed 24

hp 156

Fort +16

Melee +1 *dancing elf bane trident* +23 (1d8+8/19–20) and
1 or 2 talons +18 or +16 (1d4+2) and
bite +16 (1d4+2) and
2 rakes +16 (1d4+2)

Abilities Str 18, Con 18

Tactics: Humagu is a defensive fighter and an excellent tactician. She monitors five of her sacred guardians in area **F2** using *status*, and casts the following spells once she realizes the Foundry is under attack: *bull's strength, shield of faith, death ward, spell resistance, divine power, righteous might,* and *unholy aura*. The effects of these spells are not included in her stat block above.

Once her defenses are up, she seeks out the intruders, gathering her sahuagin minions from area **F10** if possible. In combat, she prefers to remain at range, using her spells to damage the PCs while her hunters engage them in melee. If she's forced into melee, she fights with a terrific ferocity, entering her blood rage as soon as possible.

CONCLUDING THE ADVENTURE

If the PCs came to Kamyn-Dhun seeking the source of the necromantic blight, they must somehow shut down the Silver Forge. If they manage to do so, Rha-zhul immediately notices the change in the region's necromantic energies if he's still alive. Only 1d4 rounds later, he teleports into area **F6** to investigate the cause, reacting to intruders as detailed in area **N8**.

If the PCs were sent by Gythra-Kyharz, she considers their quest to learn of Kamyn-Dhun complete if they secure for her the various tablets and etchings that Rha-zhul collected in area **N8**. If the PCs recovered the *silver sword* from area **F8**, she demands its return as well. Before long, she realizes exactly why Kamyn-Dhun was torn from the Astral Plane; how she reacts to this discovery is left to you. She could turn the tablets over to her lich-queen, or she could turn rogue and contact the PCs again to ask for further help in rebuilding the Silver Forge.

If the PCs drive off the sahuagin, Jharuh and his tribe happily return to the Foundry to live until Jharuh gains enough power to *plane shift* his people to the Astral Plane. The PCs might volunteer to perform this service for them. How Jharuh and his non-evil githyanki minions fare once they reach the Astral Plane is left to your whim.

Tim writes: "This is my fifth piece for DUNGEON, *to which I can only thank Erik and James for the inspiration." His most recent adventures include "Box of Flumph" (#118) and "Death of Lashimire" (#116).*

Scaling the Adventure

"Seekers of the Silver Forge" is designed for a group of four 15th-level characters, although you can adapt it for use by 13th–14th-level or 16th–17th-level characters by adjusting all NPC class levels by an amount equal to the difference between the average party level and 15. Specific changes to the adventure follow.

13th–14th-level PCs: Remove the trap from area **N1**. Make the corpse kraken a standard creature rather than an advanced creature. Replace Merexilash with a 16 or 18-HD ice devil.

16th–17th-level PCs: Add 2–4 more traps identical to the one in area **N1** to other areas in the necrogith encampment. Add a second corpse kraken to the encampment, one more completely under Rha-zhul's control that guards the entrance to area **N8**. Advance the stone golems in area **F1** by 4 Hit Dice. Give Merexilash 2–4 monk levels, and give Humagu one or two dire shark companions.

Mt.Zogon
I NEED TO EXPAND MY TERRITORY, MUSHROOM. DO YOU REMEMBER WHAT MONSTER LIVES IN THE CAVE TO THE SOUTH?
YES. A HUMAN-SIZED, SENTIENT COCKROACH.
COOL! I'VE NEVER KILLED A BIG, SMART BUG BEFORE.
HIS NAME IS JOOP. FROM WHAT I HEAR, HE'S AN IMPRESSIVE CHESS-PLAYER.
JAB JAB
TELL ME... WHAT'S THIS COCKROACH'S GREATEST WEAKNESS?
HE BRINGS OUT HIS QUEEN TOO EARLY.
BY TONY MOSELEY
ZOGONIA.COM

Welcome to

MONTE COOK PRESENTS: IRON HEROES

A variant player's handbook of heroic action fantasy by Mike Mearls.

Meet Karrak Bloodtooth

THE 6TH-LEVEL BERSERKER.

If you're polite, you won't have to face his axe.

TRAITS:
MOUNTAIN FOLK (TOUGH AS STONE), RESILIENT TOUGHNESS.

In *Iron Heroes*, a character's traits represent his background and his defining qualities. Karrak hails from the rugged northern mountains, granting him more hit points than usual. Long years on the barren, forbidding slopes also allow him to recover quickly from injuries.

DEFENSE:
16 (ACTIVE +6, PASSIVE +0)
DAMAGE REDUCTION: 1D4

Karrak may shun armor, but he isn't defenseless. In *Iron Heroes*, your character's fighting style determines his ability to avoid attacks. Karrak isn't very good at avoiding them, so he focuses on smashing his foes into bloody pulps. Other classes wear armor to gain damage reduction, but Karrak's battle madness allows him to partially shrug off most attacks.

NEW GAME PLAY

SKILLS:
CLIMB +13, INTIMIDATE +9, JUMP +13, MOVE SILENTLY +11, SURVIVAL +9, SWIM, +13.

Berserkers gain 4 skill points per level, yet Karrak has six maxed-out skills and an average intellect. Thanks to *Iron Heroes*' rules for skill groups, a small investment gives you mastery in all the core skills your class needs. Each point Karrak spends on the Athletics skill group grants him a rank in Climb, Jump, and Swim. No more cross-class skills!

HIT POINTS: 90
RESERVE POINTS: 90

That sure is a lot of hit points, isn't it? You'll need them in *Iron Heroes*, and Karrak doubly so, since there aren't any clerics around to take care of you. Luckily, the reserve pool allows you to heal up between fights. Just don't count on it in the middle of a battle.

FURY TOKENS: 0

NEW GAME PLAY

Remember Karrak's 90 hit points? Berserkers have more hit points than anyone else in *Iron Heroes* because the more you hit them, the angrier they get. When Karrak suffers damage, he builds up fury tokens. He can spend those tokens to transform from a bloodthirsty warrior with a big axe into a screaming, frothing, unstoppable warrior with a big axe.

FEATS:
POWER ATTACK (MASTERY 1, 2, AND 3), QUICK DRAW.

Characters in *Iron Heroes* gain more feats, while the rules for mastery allow you to grow your favorite feats along with your character. Not only can Karrak use Power Attack to inflict more damage, his vicious, wild attacks might knock an opponent prone.

EQUIPMENT:
GREAT AXE, BEARSKIN CLOAK, 240 LBS. OF MUSCLE, A MADMAN'S BLOODLUST.

Who needs magic items when you're one of the greatest warriors in the world? From the deadly executioner to the crafty hunter, *Iron Heroes* characters rely on their talents rather than arcane gizmos. Fight all the same cool monsters without all of the budgeting and bookkeeping.

MORE ACTION. MORE ADVENTURE. MORE EXCITEMENT.

AUGUST 2005 • WW16154 • ISBN 1-58846-796-1 • 256 pages • MSRP $37.99

FREE PREVIEWS at www.montecook.com.ironheroes

©2005 Monte J. Cook. Malhavoc is a registered trademark of Monte J. Cook. All rights reserved.

Strategicon
Strategy Game Conventions

Strategicon is proud to bring you three conventions each year, providing Southern California with a complete gaming experience!

We offer role-playing games, miniatures games, board games, collectable card games, computer games, Games Workshop tournaments and much more at the beautiful Westin Hotel Los Angeles Air Port located at 5400 West Century Blvd. Los Angeles CA 90045.

For your room reservations call 1-800-937-8461 or 310-216-5858. Please mention Strategicon Conventions Block to insure the special reduced room rate.

GAMEX 2005 runs on Memorial Day Weekend May 27th-30th 2005.
GATEWAY 2005 runs on Labor Day Weekend September 2nd-5th 2005.
ORCCON 2006 on President's Day Weekend February 17th-20th 2006.

Please visit our web site www.strategicon.net for future information, or call: (818) 848-4760

Strategicon Conventions

ISBN: 1-4137-3672-6
www.ssarend.com
The new release by S.S. Arend is available for advance purchase through Publish America now, and it will be available everywhere on April 7, 2005. Do not miss the new voice in fantasy fiction.

AVAILABLE IN TRADE PAPERBACK

PUBLISH AMERICA
www.publishamerica.com

MOUNT-UP FOR RIGHTEOUS ADVENTURES

NEW MOUNTED COMBAT & RIGHTEOUS MIGHT

STAINLESS STEEL CARDS

Also Available: Enlarge Person Card

STEEL SQWIRE

ORDER NOW ONLINE AT:
WWW.STEELSQWIRE.COM

LOOT THE DUNGEON TREASURE TROVE!

BACK ISSUES
100'S AVAILABLE
($6 – $15)
paizo.com/dungeon

SEEKING OUT-OF-PRINT TITLES?
NEED THE NEW STUFF TOO?

D&D® 3RD EDITION
d20
AD&D® 2ND EDITION
AD&D® 1ST EDITION
BASIC D&D®

25 YEARS OF TSR... the hit pointe ALL IN ONE SPOT

http://www.hitpointe.com

Mail-order Game Shop
Specializing in Used and Out-of-Print
D&D®, AD&D® and
White Wolf's World of Darkness®
game products.

No computer? Write for current price list:

540 North Lapeer Road, Suite 255
Orion Township, MI 48362

Thy Quest for Out-Of-Print Games Endeth Here.

Find those rare games and also save up to 50% on retail products! We buy, sell and trade for new and out-of-print RPG's, Miniatures and Wargames. View our online inventory of over 15,000 products at www.nobleknight.com or write for a free catalog to:
2219 Green Valley Dr., Janesville, WI 53546
Phone: 608-758-9901
Thousands of gamers can't be wrong!
Satisfaction is guaranteed!

WWW.NOBLEKNIGHT.COM

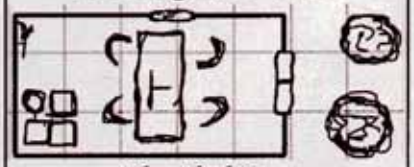
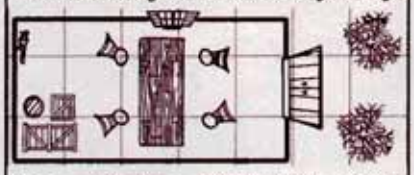
OFFWORLD Designs Inc.
815-786-7080
We've got the shirts gamers want to wear. See the full line of T's from artists like...
John Kovalic (Darktower)
Aaron Williams (Nodwick)
James O'Barr (The Crow)
Voltaire (Oh My Goth)

offworlddesigns.com

Discover Dragons!
Encounter rare, mysterious, & whimsical dragons in the world's only all dragon catalog!
Unique gifts & collectibles, t-shirts, prints, pewter, & limited edition artifacts.
Dancing Dragon
www.dancingdragon.com
800-322-6040 24hrs.

AUGUST 2005

REAL SIMPLE ROLEPLAYING
Fiery Dragon
www.fierydragon.com

Sick of seeing Dungeons looking like this?

Then Check Out:
DUNGEON STAMPS
The Innovative Game Enhancement for RPGS

Designed for Use with Vinyl Game Mats
GREEN DRAGON STUDIO
Available at your local game store or visit:
www.greendragonstudio.com

CHARON Productions
GAMING PRODUCTS AND ACCESSORIES
Now Introducing THE ScoutPack

Visit our website
www.battlepack2001.com
Toll free 1-866-491-9019

RPGS *Psst! Hey buddy... wanna buy an orc?*

Summer's here, and with it comes a slew of new gaming gear. Jonesing for a new RPG? Itching for your miniature fix? Surf on over to paizo.com and pick up that D&D miniature you've been missing from our singles collection, snag a new card game for those long road trips, or take a scroll down our store blog for some last-minute gift ideas. At paizo.com, we'll help you score everything you need to make this the best summer ever.

Well, except for the beach balls. You'll have to find those yourself.

Who could possibly love DUNGEONS & DRAGONS more than the publishers of the official magazines? At paizo.com, we show that love by providing customers with a massive selection of official gaming material– whether it's the latest Eberron sourcebook, a Forgotten Realms adventure, or a good old *Player's Handbook*, the perfect product is never more than a click away.

Shackled City Adventure Path™ Campaign

Publisher: Paizo Publishing, LLC
Game System: Dungeons & Dragons 3.5

Evil schemes are afoot in Cauldron, a metropolis of merchants built into the caldera of a long-dormant volcano. To foil the agenda of evil cultists, your band of adventurers must brave haunted jungle ruins, slay mighty dragons, and bind themselves to a layer of the infinite Abyss. Will swords and spells be enough to save the Shackled City?

Originally published as 11 linked adventures in the award-winning *Dungeon* magazine, the *Shackled City Adventure Path* is the most ambitious official Dungeons & Dragons campaign ever created. Now, for the first time ever, everything you need to play the campaign has been compiled into a deluxe 416-page full-color hardcover that also includes an 8-panel fully-detailed map of the city of Cauldron, a 16-page full-color map and illustration booklet, and a brand new Shackled City adventure written by fan favorite author Christopher Perkins.

Dungeon Masters Guide II Hardcover

Publisher: Wizards of the Coast
Game System: Dungeons & Dragons 3.5

A follow-up to the Dungeon Master's Guide, designed to aid Dungeon Masters and reduce game preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town.

Five Nations

Publisher: Wizards of the Coast
Game System: Dungeons and Dragons 3.5

Five Nations offers players a rich source of information about playing and dealing with characters from the Five Nations of the Eberron world. As any campaign in the Eberron world is likely to involve the Five Nations or characters from them, this book is absolutely invaluable. The individual nation chapters include information on culture, geography (including maps), guilds and factions, new prestige classes, equipment, creatures, spells, magic items, and adventure sites.

Forgotten Realms Champions of Ruin Hardcover

Publisher: Wizards of the Coast
Game System: Dungeons & Dragons 3.5

Champions of Ruin is a comprehensive guide to playing evil characters in the Forgotten Realms setting. Many aspects of play are covered: vengeance, ambition, evil vs. evil, corruption and moral failure, and loyalty/betrayal. The book also discusses types of evil—lawful, chaotic, and neutral—as well as morally ambivalent characters such as anti-heroes and rogues. Elder evils of extreme power are discussed along with tools, feats, spells, evil places and planar touchstones, and guilds and organizations that evil characters can join. Two new races are also introduced.

Forgotten Realms City of Splendors: Waterdeep

Publisher: Wizards of the Coast
Game System: Dungeons & Dragons 3.5

For the first time in years, *City of Splendors: Waterdeep* offers an in-depth examination of the great city of Waterdeep in the Forgotten Realms setting. An overview of the city includes history, a who's who, information on laws, and rules for running and playing in a Waterdhavian campaign. Information on the people of Waterdeep covers non-player characters, arcane schools, armed forces, guilds, nobility, prestige classes specific to the city, and more. Also included in the book are discussions of specific Waterdeep locales, adventure locales, and new monsters. An extensive appendix gives information on new equipment, magic items, psionic powers, poisons, spells, and more.

Eberron Explorer's Handbook Hardcover

Publisher: Wizards of the Coast
Game System: Dungeons & Dragons 3.5

The ultimate sourcebook for players wishing to explore the world of Eberron, the *Explorer's Handbook* showcases the multi-continental aspect of the Eberron setting. The chapter on travel discusses instantaneous and played-out travel and provides deck plans for airships, the lightning rail, and galleons, plus other methods of conveyance. A chapter on Explorer's Essentials offers information on travel papers, preassembled equipment kits, how to join the Wayfarers' Foundation, and more. This handbook will encourage you to explore the entire world rather than remain fixed in one region.

Heros Of Battle

Publisher: Wizards of the Coast
Game System: Dungeons & Dragons 3.5

Heroes of Battle provides everything one needs to know to play a battle-oriented D&D campaign. Build military characters with new feats, spells, uses for traditional spells, and prestige classes. Information is given on tools specific to the battlefield, including siege engines, weapons, magic items, steeds, and other exotic mounts. Battlefield terrain aspects are discussed with plenty of illustrative maps and new rules. Specific types of battlefield encounters are discussed in detail, as well as effective battlefield design.

Weapons of Legacy Hardcover

Publisher: Wizards of the Coast
Game System: Dungeons & Dragons 3.5

The ultimate guide to magic items—especially weapons—of rich heritage. *Weapons of Legacy* includes many pre-defined weapons, outlining their names, history, powers, stats, necessary rituals for unlocking their powers, and related adventure hooks. How the weapons can gain power is discussed, as well as the feats with which they might be used. Also included are discussions of other magic items such as magic armor, rings, and staves.

CHECK OUT OUR PRICES AT PAIZO.COM

DragonLance Holy Order of the Stars

Publisher: Sovereign Press
Game System: d20

Mortals can see the gods of Krynn by simply gazing up at their constellations wheeling in the night sky. The presence of the gods, or their absence, is an important story point in the long history of the world of Krynn, but up until now only the basic details of the gods and their religion have been revealed. The *Holy Orders of the Stars* sourcebook gives more detail on the agendas, powers, temples, shrines, and worshippers of the pantheon of Krynn's deities. This sourcebook includes extensive write-ups on all of the gods, including lesser beings (such as Bast) that are found in novels but are not strictly deities of Krynn, as well as new prestige classes, spells, magical items, and holy artifacts.

Wars RPG Hardcover

Publisher: Mongoose Publishing
Game System: d20

The *Wars Rulebook* is a complete game in one 256-page hardcover volume. It details everything a player or Games Master needs to begin adventuring in the world of Wars—no knowledge of the card game or other roleplaying games required. Character creation, combat on the ground and in high orbit, skills, feats—all of this is included, as are statistics on the major vehicles of the setting, allowing players to pilot Juggernauts across the pitted surface of Ganymede or ride to battle in a Gongen TSV. Rules and stats for bots are here as well. From the secrets of Seyal to the urban plexes of Earth, adventure can take place in the Quay-infested tunnels of Ganymede, the Gambler's lair on Europa, the elegant and harmonious settlements of Gongen, or the shipyards of Luna. Learn also about 'kizen,' the mysterious energy released by The Mumon Rift, and how those touched can develop strange powers.

d20 Apocalypse

Publisher: Wizards of the Coast
Game System: d20

Designed for running a d20 Modern campaign in a post-apocalyptic setting, this new rules supplement provides everything players and Gamemasters need, including rules and designs for apocalyptic events such as nuclear war, environmental disaster, alien invasion, and Armageddon. The book provides new rules for barter, scavenging, equipment, mutations and robots, as well as three ready-to-play campaign models.

Ruins of the Dragon Lord Box Set

Publisher: Mongoose Publishing
Game System: d20

In the middle of the Morudhain lands, past Meadowvale and the Last Shrine, lies the road to Mount Moru. Just getting here is a bit of an adventure in itself, though what comes next is far more dangerous: an underground complex the likes of which is rarely seen. There is a whole world inside Mount Moru; a world inhabited mostly by monsters, traps and labyrinthine tunnels. A world ripe for adventure.

Ruins of the Dragon Lord is a grand adventure setting in the classic tradition. Those longing for a feel of 'roleplaying as it used to be' will be instantly familiar with the sweeping style of the plot and the exciting variety of challenges that await them.

Book of Roguish Luck

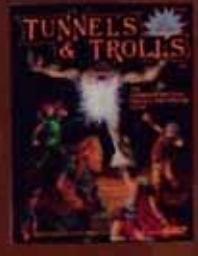
Publisher: White Wolf Publishing
Game System: d20

A silent footstep. The turn of a card. A silent kill. The glitter of a knife in the dark. These are the tools of adventurers who live by their wits, deep in the shadows. Yet even the most skilled rogues adore and worship Lady Luck, who holds the difference between success and failure. The *Book of Roguish Luck* offers the new Luck rules subsystem, four prestige classes, and the bandit, gutter mage, and shadow thief core classes. In addition, it presents expanded guild rules, a new school of rogue spells, shadow magic, more than 30 new feats, and expanded sneak attack rules. Now you can create Thieves' Guilds with complete stats, types, and initiation rituals while simplifying fencing goods, picking locks, and raising hell. The *Book of Roguish Luck* also features guidelines for using this material with Monte Cook's Arcana Evolved. Gamble, cheat, and play with panache!

City of the Damned New Orleans

Publisher: White Wolf Publishing
Game System: Storyteller System

New Orleans lives on borrowed time. Steeped in the customs and traditions of the Old World and ruled with an iron fist by a pious Prince, the Kindred of the city keep the sanctity of the Traditions at court and sate their desires amid the neon glare of Bourbon Street. From the stately manors of the Garden District to the seedy lanes of the French Quarter, New Orleans seethes with pent-up desire and whispered promises of power, revolution and revenge. *City of the Damned: New Orleans* presents the Big Easy in all its baroque glory, detailing the city's history, the laws and customs of its aristocratic court, and the intrigues of vampires both prominent and petty. A wealth of characters, plot hooks and Storytelling tips make this hardcover book an invaluable resource for any Vampire: The Requiem™ chronicle.



Tunnels and Trolls Boxed Set

Publisher: Flying Buffalo Inc.
Game System: Tunnels & Trolls

Have you ever dreamed of being a bold and fearless adventurer, a warrior-king, or a cunning and powerful magician? You can be all these when you play TUNNELS & TROLLS—the worlds you explore and great quests you pursue are limited only by your imagination! T&T is easy to learn and easy to play—run through the T&T solitaire adventures by yourself, or play with your friends in Game Master adventures. The *Tunnels and Trolls Boxed Set* contains everything you'll need to play and more: the easy-to-understand T&T Rulebook, Trollstone Caverns (an introductory game master adventure), the pocket version of City of Terrors (a T&T adventure that you can play by yourself), Castle Ward (a Game Master adventure easy for a new GM to moderate), a Player Character Pack with 10 T&T characters completely attributed and equipped to get you started, and three six-sided dice.

Iron Kingdoms Full Metal Fantasy Monsternomicon Denizens

Publisher: Privateer Press
Game System: d20

Updated for D20 v.3.5, the award-winning *Monsternomicon* is a different kind of monster book with detailed, multiple-page entries on each monster, its lore, and its treasure, as well as engaging adventure hooks. The *Monsternomicon* is suitable for use in any d20 System fantasy setting, but is specially made for fans of the Iron Kingdoms.

DragonMech: Steam Warriors

Publisher: White Wolf Publishing
Game System: d20

Swords and spells have nothing on steam. Why wield a sword when you can build a metal man to wield it for you? Why waste time learning to cast a fireball when you have a flame-launching clockwork dragon? This character sourcebook unveils the world of the steam warriors, whose fantastic contraptions have reshaped the world of DragonMech.

This player's guide to coglayers, steamborgs, and mech jockeys expands the range of character options in DragonMech. In addition to a host of new steam-powered feats, equipment, and prestige classes, it presents details on coglings and the emerging clockwork race of tik'tok, new steam powers, new spells and psionics that interact with steam powers in unique ways, optional rules for redlining steam equipment, and a host of other details that make steam gear real in your campaign.

Legend of the Five Rings RPG 3rd Edition

Publisher: Alderac
Game System: Roll & Keep

For one thousand years, the Empire of Rokugan has stood as a bastion of nobility, honor, and virtue. Its lands are ruled by the samurai, powerful heroes who carry the katana and wakizashi as their badge of rank. Return to Rokugan, where honor is a force more powerful than steel, in this third iteration of the *Legend of the Five Rings RPG*. This guide provides players and GM's with all of the setting, culture, and rules needed to create characters and stage ongoing campaigns in Rokugan, and re-introduces the Roll and Keep (R&K) system which best simulates the tension, reality, and lethality of samurai drama.

D6 Adventure Creatures

Publisher: West End Games
Game System: d6

From aliens to zebras, serial killers to ghosts, bears to mimes, this 112-page black-and-white book contains information on numerous threats, encounters, and allies. Whether you want gargantuan animals or mundane soldiers to fight them, *D6 Adventure Creatures* offers useful generic background information for any modern action campaign. The characteristics are written for D6 Adventure but are suitable for the entire D6 System line.

CHECK OUT OUR PRICES AT PAIZO.COM

MINIATURES

Dungeons & Dragons Miniatures

Deathknell Beholder
Publisher: Wizards of the Coast

Aberrations Mind Flayer Telepath
Publisher: Wizards of the Coast

Dragoneye Large Red Dragon
Publisher: Wizards of the Coast

Giants of Legend Glabrezu
Publisher: Wizards of the Coast

Fire Elemental
Publisher: Rackham

Orcs of Bran-O-Kor Orc Bruisers
Publisher: Rackham

Griffins of Akkylannie Executioner
Publisher: Rackham

Devourers of Vile-Tis Zeiren
Publisher: Rackham

Magnificent Egos

Budoc Bloodybones Orc w/ Huge Helmet
Publisher: Magnificent Egos

Eviscerator w/ Eviscerated Zombie
Publisher: Magnificent Egos

Orryn Marliir Human Fighter
Publisher: Magnificent Egos

Tachum Tenkiller Savage Warrior
Publisher: Magnificent Egos

Reaper

Reptus Warriors (3)
Publisher: Reaper Miniatures

Kasadya Princess of Hell
Publisher: Reaper Miniatures

Lord Kentaur Necropolis Captain
Publisher: Reaper Miniatures

Elven Deathseekers (3)
Publisher: Reaper Miniatures

Gargram Heavyhand, Dwarf Sergeant
Publisher: Reaper Miniatures

Mega Miniatures

Traveling Salesman
Publisher: Mega Miniatures

Guillotine
Publisher: Mega Miniatures

Abbey Furniture
Publisher: Mega Miniatures

CHECK OUT OUR PRICES AT PAIZO.COM

PRIVATEER PRESS

WARMACHINE

Rhupert Carvolo Piper of Ord
Publisher: Privateer Press

Gorman di Wulfe Rogue Alchemist
Publisher: Privateer Press

Nomad Heavy Warjack
Publisher: Privateer Press

Grundback Gunner Rhulic Light Warjack
Publisher: Privateer Press

IRON KINGDOMS

Tomb Maiden
Publisher: Privateer Press

Seth Alkot,
Monster Hunter
Publisher:
Privateer Press

ADIKEN

Morlach, Small Black Dragon
Publisher: Adiken

Megil, Queen's Assassin
Publisher: Adiken

Lady Nolwen
Publisher: Adiken

Nîn-Gonost Complete Game Set

Publisher: Adiken

Nîn-Gonost is a game different in every way from anything you knew before. Lead a group of adventurers or a wide variety of dungeon keepers through a completely modular, three-dimensional game board held together through a patented, quick-and-easy magnet system. The color dice system and stat cards for each character allow you to spend less time on calculations and more on strategy and fun! From slamming into doors to disarming an opponent, everything is possible... you can even play solitaire! The *Complete Game Set* comes with rulebook, board components, paints, brushes, and all the metal miniatures you need to play!

D&D Angelfire CMG

Publisher: Wizards of the Coast

Booster Pack: 8 pre-painted miniatures with stat cards

Themed around the ultimate battle between angels and devils, the *Angelfire Booster Pack* contains a randomized selection of figures designed to expand any collection of D&D miniatures. The figures in this set are chosen directly from key D&D titles, including Complete Divine, Monster Manual III, Complete Adventurer, the Book of Exalted Deeds, and more.

Pirates of the Revolution

Publisher: Wizkids Inc.

Booster Display: 36 Boosters

Booster Pack: 2 sailing ships, 1 treasure or crew card, 1 cardboard island card, 1 rules sheet, and 1 die.

The new stand-alone expansion for the Pirates of the Spanish Main Constructible Strategy Game is here! The hunt for gold and glory takes a historical turn as WizKids celebrates the arrival of the Americans, who historically offered more letters of Marque (the documents that created pirates) than any other nation before or since! New Events and Fire effects add depth to the game, while the simplicity that made Pirates such a hit returns. Each person can play from one affordably-priced Game Pack.

Lord of the Rings: The Return of the King Mordor Troll

Publisher: Games Workshop

CHECK OUT OUR PRICES AT PAIZO.COM

ADVERTISEMENT

BOARD GAMES

Call of Cthulhu Arkham Horror Board Game

Publisher: Fantasy Flight Games

The town of Arkham, Massachusetts is in a panic. Horrific and bizarre events have begun to occur with increasing frequency, all seeming to point towards some catachysmic event in the near future that may spell disaster for everyone. Only one small band of investigators can save Arkham from the Great Old Ones and destruction! *Arkham Horror* was originally published by Chaosium, Inc. almost two decades ago, and this new, updated edition features stunning new artwork and graphical design as well as revised and expanded rules from the game's original creator, Richard Launius. No fan of the Cthulhu mythos will want to miss the opportunity to acquire this classic Call of Cthulhu board game!

Dungeoneer: Tomb of the Lich Lord

Publisher: Atlas Games

Second Edition. The Lich Lord has returned and released the dead from their wormy graves! The call has gone out for great heroes to stop his evil plague... are you brave enough to enter his deadly tomb? Each Dungeoneer set is a stand-alone card game for 2 to 4 players that may be combined with other sets for more dungeon-delving fun! You take on the role of a hero attempting to complete a series of quests, while other players act as the Dungeonlord on their turns, directing perils against you. Dungeoneer also features a "campaign" mode that lets one player take the role of the Dungeonlord and the other players participate as heroes, much like a traditional roleplaying game. 2-4 players, 20-30 minutes per player. Ages 12 and up. Six-sided dice and tokens not included.

Dungeoneer: Dragons of the Forsaken Desert

Publisher: Atlas Games

Long ago the sorcery of the Eldritch Lords transformed fertile plains into a desolate waste. Now the crumbling ruins of a great civilization litter the landscape, and only the remnants of the people known as the Drakan survive the harsh desert. But the mighty Dragon King has summoned legions of his kind and their lizard-men minions to lay claim to the desert. Can you defend the villages of the Drakan and defeat the vile dragon horde? *Dragons of the Forsaken Desert* is a two- to four-player Dungeoneer card game. Your character explores a wilderness that you build with map cards while fighting monsters, completing quests, and leveling up along the way. Each Dungeoneer set can be played as a stand-alone card game or combined with other decks for more dungeon-delving fun. *Dragons of the Forsaken Desert* features 110 new Dungeoneer cards, including dragon-themed monsters and three new heroes for your Dungeoneer game. 2-4 players, 20-30 minutes per player. Ages 12 and up. 6-sided dice and tokens not included.

Nuclear War CCG 40th Anniversary Edition

Publisher: Flying Buffalo, Inc.

A comical cataclysmic card game for 2-6 players of all ages, *Nuclear War* is a humorous confrontation between touchy world powers as players attempt to sway their opponents' populations with diplomacy, propaganda, and nuclear weaponry. Limited to 500 copies, this special 40th Anniversary edition of *Nuclear War* is signed and numbered by creator Doug Malewicki.

Robo Rally

Publisher: Avalon Hill

In *Robo Rally*, players assume control of one of many "Robot Control Computers" in a dangerous widget factory filled with moving, course-altering conveyor belts, metal-melting laser beams, bottomless pits, crushers, and a variety of other obstacles. The goal in a game of *Robo Rally*, apart from survival, is to be the first to reach a pre-designated number of checkpoints in a particular order. The real difficulty in *Robo Rally*, however, is movement, which is accomplished through randomly dealt program cards.

Caravans of Ahldarahd

Publisher: Blind Luck Games

Caravans of Ahldarahd is a board game set in a fantastic realm of desert kingdoms. As the leader of a powerful merchant clan, you must carefully plan the trade routes that will bring wealth to your family. Build fleets and caravans to control commerce in key cities and vie for rights of passage to your rivals' islands. Each player has a unique game board with a mix of advantages and disadvantages. As you plan your strategy, you must choose whether to secure monopolies in your own region or throw caution to the wind and deploy your traders to distant ports. Your deals with fellow players will ultimately determine your success or failure. Choose one of five maps to begin your empire. The resources you need to build can only be acquired by the highest bid, so you must balance fast expansion with long-term planning. In addition to resource and route management, players can bid for the favor of the mighty Shah, the zealous Eyes of Shamesh, and the mysterious Pirate Queen to secure special advantages, while each person's map can be invaded by any opponent controlling its Right of Passage card. This game, the first from Blind Luck Studios, is designed for 2-5 players ages 10 and up.

Conquest of the Empire

Publisher: Eagle Games

Do you have what it takes to become the next Emperor of Rome? It is the 2nd century AD and the 200-year Pax Romana of Augustus Caesar has come to an end. With the death of the Philosopher-Scholar Emperor Marcus Aurelius, the Roman Empire is without a competent leader. Disorder reigns and civil war looms. It is time for war. It is time for *Conquest of the Empire!* Features over 300 historically accurate, professionally sculpted miniatures and both classic and advanced rules. 2-6 players, ages 10 and up. Playing time: 90-120 minutes.

Frankenstein's Children

Publisher: Green Ronin Publishing

The heirs of Dr. Victor Frankenstein descend upon his ancestral home to plumb the dark secrets of animating dead flesh in this horror-themed tabletop game of tactical combat. In this second in the Gothica series of games, players field a team of mad scientists and monsters who struggle across Castle Frankenstein, represented by a set of board tiles. *Frankenstein's Children* comes complete with character and action cards, nine dice, 20 board tiles, 12 doors, two reference cards, two dice screens, and a rulebook.

Gloria Mundi

Publisher: Rio Grande Games

Gloria Mundi is a board game for 2-6 players set during the fall of Rome. You're a Roman statesman struggling to survive in this era of cultural decline and political chaos. While foreign invaders and domestic incompetents devour the last resources of the Empire, you'll try to build your career out of the rubble. You start in Rome, and the Visigoth starts on the outskirts of a spiral board. Each turn, you play and purchase cards that produce resources and give you special effects, as well as allowing you to move further out from the doomed Eternal City. Then the Visigoth moves toward Rome, destroying your cards... unless you spend your precious resources to bribe him. The player who reaches the outskirts of the Empire or who has fled the furthest from Rome when the Visigoth arrives wins.

Award Show

Publisher: Twilight Creations

This game is all about winnin' that statue... at any cost! Each two-deck tuck box comes with 100 whimsically illustrated cards and complete rules for screwing over your competitors and taking home the prize!

Fantastic Four Monopoly

Publisher: USAopoly

The classic properties game meets the classic Marvel characters. Buy, sell and trade Fantastic Four villains, including Doctor Doom and Mole Man. Includes 6 collectible pewter tokens—Mr. Fantastic, Invisible Woman, The Thing, Human Torch, the Fantasticar, and Doctor Doom—as well as classic Marvel comic book art.

CHECK OUT OUR PRICES AT PAIZO.COM

ADVERTISEMENT

GAMING ACCESSORIES

A lot of games include everything you need to play, but here at paizo.com, we know a little secret: there's always something else you can add to enhance your gaming experience. Whether it's the heft of a well-stocked dice bag or the whoosh of air as players gasp at your miniature's new paint job, it's the little things that take a game from mere fun to truly epic... and paizo.com has them in stock.

Silver Tribal Dragon/ Black Dice Bag
Publisher: Gallant Hand's Gamers Gear
This bag measures approximately 5 inches across by 7 inches long from the corners. The drawstring is an interior wraparound style and cinches with a pull.

Battlebox: Arcana Evolved
Publisher: Fiery Dragon
The evolution of tabletop accessories is complete! This portable, 5" x 7" metal container holds a variety of tools designed to speed up and simplify play. Inside you'll find fold-out maps, active rune track counters, spell effect counters, an assortment of character counter images, an Arcana Evolved tabletop tracking pad, a CD-R containing complete spell lists and character sheets, and much more!

Diagonal Cone Package
Publisher: Steel Sqwire
Cones are steel wire templates that outline a 30' or 60' spell cone effect or dragon's breath without interfering with play. Packages come in two directions, Straight and Diagonal, and include a plastic storage folder that fits nicely into an 8.5" x 11" book space. Constructed with .092" galvanized steel wire for durability. Color templates are coated in a rubberized finish to match players' dice or effect.

Spell Radius Package
Publisher: Steel Sqwire
RADs are steel wire templates that outline a spell's radius without interfering with play. Packages come with 10', 20', and 40' templates, and include a plastic storage folder that fits nicely into an 8.5" x 11" book

Dundjinni
Publisher: Dundjinni
Dundjinni is a full-featured fantasy map creation program allowing users to create walls and floors, place objects, insert text, and more. It boasts an intuitive interface and an impressive selection of objects and textures (over 190 images), helping you to author d20 adventures in a simple yet elegant way. Other features include monster stats from Core Rulebook 3 (MM), Privateer Press's *Monsternomicon*, Green Ronin's *Book of Fiends*, Monte Cook's *Arcana Unearthed*, and more, as well as 33 character and monster tokens from Reaper Miniatures and over 100 character and monster tokens from *Denizens of Avadnu*. Edit descriptions and d20 stats for NPCs, monsters, treasure, doors, traps, pits, objects, and rooms. Import XML stats and export adventures to HTML or XML. Squares or hexes, PC or Mac—you need this program!

Campaign Cartographer 2 Pro
Publisher: ProFantasy Software
CC2-Pro is Campaign Cartographer 2, but more powerful and easier to use. In minutes you can learn all you need to rapidly create beautiful maps for campaigns, games and even real life. Yet simplicity doesn't mean less power—*CC2-Pro* gives you easy access to a huge collection of mapping symbols, styles and types. Map out your entire campaign world, place your troops in the field, or chart your galactic empire!

T-shirts are a gamer's badge of membership—we love to show off our devotion to our favorite games. All Offworld Design T-shirts are screen-printed on 100% cotton tees of the highest quality. A great T-shirt can become as mythical as a great game, and these will last for years to come.

Adikolor Paints
Adikolor is a new selection of acrylic colors for miniatures painting designed by professional painters. Its rich formula, uncommon palette and handy packaging make it the line you need at an attractive price. Adikolor is packaged in 17 ml spill-proof bottles with eyedroppers that allow you to use just the quantity of paint you need without waste.

AB1 Pure Red Sable Brush, Sizes 00 – 2
Publisher: Adiken

AB2 Imperial Sable Brush, Sizes 00 – 2
Publisher: Adiken

AB3 Synthetic Brush, Sizes 00 – 2
Publisher: Adiken

Nin-Gonost Doors assemblies (2)
Publisher: Adiken
When intruders can run freely in your dungeon, slow them down by adding a few sturdy doors! The Nin-Gonost doors can really open and close! A blister contains 2 pewter doors.

Nin-Gonost Sarcophagus and lid (2)
Publisher: Adiken
A good spot to hide archers and the favorite projectile of Half-Trolls, a sarcophagus is also a nice element of decoration in any old, dark, orc-infested dungeon. A blister contains 2 pewter sarcophagi.

Everything Gaming Shirt
Publisher: Offworld Designs

AC/HP Shirt
Publisher: Offworld Designs

Cowthuhu Shirt
Publisher: Offworld Designs

Flaming D20 Shirt
Publisher: Offworld Designs

Humiliation Shirt
Publisher: Offworld Designs

CHECK OUT OUR PRICES AT PAIZO.COM

ADVERTISEMENT

toyVault

Superhero Cthulhu Large Plush

Cheshire Cat Plush

UPO (Unidentified Plush Object)

Hydra Plush

Monty Python Baby Killer Rabbit Plush

Caltrops Plush (3)

Monty Python Beast Of Aaarrrggghh Plush

Cthulhu Slippers

Dork Tower: Carson the Muskrat Plush

Blue Dragon Plush

Megalon Godzilla Plush

Gigantic Tube of Dice Plush

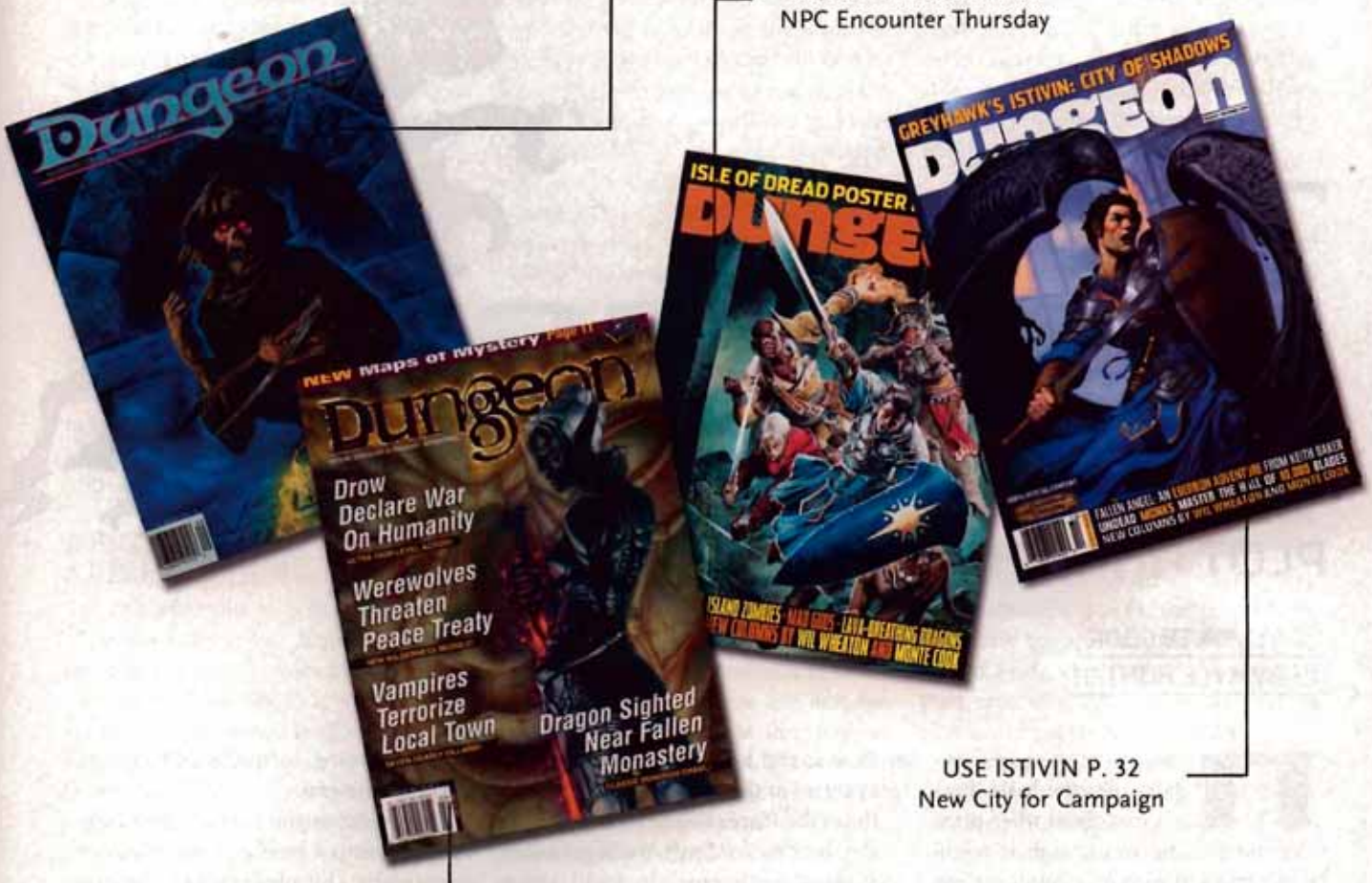
Gug Plush

Tim The Enchanter Talking Plush

CHECK OUT OUR PRICES AT PAIZO.COM

USE DUNGEON MAP P. 45
Sunday Game at Bill's

USE STAT BLOCK P. 88
NPC Encounter Thursday



USE ISTIVIN P. 32
New City for Campaign

USE NEW MONSTER P. 57
Quick Wednesday Game

USE TO SUBSCRIBE

www.paizo.com

Dungeons & Dragons, Dungeon Master, DRAGON, DUNGEON, and POLYHEDRON are registered trademarks of Wizards of the Coast Inc., a subsidiary of Hasbro Inc., and are used by Paizo Publishing under license.

THE CAMPAIGN OUTLINE

PLOTTING THE CAMPAIGN (PART 5)

BY MONTE COOK
BY KYLE HUNTER

Now that we've got a foundation for the basic ideas to think about when planning and plotting a campaign, it might be helpful to provide an example of just how to create a campaign outline. This is a general idea of where you want the campaign to go. Even if you've decided to run a mostly player-driven campaign, you can still outline the direction it might go, after you've learned what the players (and their characters) are interested in doing.

THE OVERVIEW

You've got some great ideas for a mystery. Long ago in your world's history, a powerful angelic entity was betrayed and slain. Drops of her blood, once it touched the earth, granted celestial life to the very stones as she fell. This life was unformed, and unfocused. It was found by humans who feared that it could be corrupted and turned to evil. Thus, they secreted it away, referring to it only as the Legacy. Eventually, they locked it away in a magical tower, and built a fortress around the tower. Meanwhile, a powerful demon named Vibanak sets plots in motion so that he will eventually one day get control of the Legacy.

Enter the Player Characters.

But that's the hard part. You've got a cool idea, an interesting backstory, and even a nifty plot with the demon trying to get the Legacy. But how do the PCs get involved? How do the ideas become a campaign? That's where the outline comes in.

DETERMINING APPROPRIATE LEVELS

A common mistake new DMs make is thrusting PCs into a big campaign plot when in fact they have neither the experience, the power, nor the reputations to really be a part of it—yet.

For example, a confrontation—even indirectly—with a powerful demon is too much for the start of a campaign. You decide that's more appropriate for about 15th level or so. And even the Legacy shouldn't even come close to falling into the PCs' hands right away. That's more an 8th- or 9th-level thing.

But you want to introduce the whole thing early on—right away, in fact. Which gives you the scope of the campaign, from beginning, to the middle, and to the climactic end.

The problem you foresee (and foreseeing potential problems well ahead of time is what this process is all about) is that the whole Legacy plotline won't fill every game session from 1st to 15th level. Not even close, in fact. You can always throw in spur-of-the-moment adventures, but the hole you see is bigger than just an adventure here or there.

THE SECOND STORYLINE

You decide to create a second plotline—a subplot, if you will, although it will get tied up with the main plot at the end. Since the whole Legacy thing is cosmic and vast, you decide to make the second plotline more down-to-earth. There's a local noble, you decide, who is interested in procuring much greater political power for himself. You call him Lord Crenshaw. He intends to accomplish this by assassinating the queen, but only after he marries her only daughter, thus making him the husband of the new queen.

With this plot, you've not started with a backstory, but with a final outcome

(a possible outcome). Again, obviously the PCs aren't going to be involved with the comings and goings of the queen and the princess, so you work backward from the final outcome. Lord Crenshaw has to win the hand of the princess, and so he devises a scheme that will ensure that outcome—he will put her life in jeopardy and then rescue her. To pull that off, he hires mercenaries who will attack the palace while he is there, but attacking the palace is a massive undertaking. The mercenaries will need training, funding, and a good plan. Training just takes time, and funding he's got, but a good plan requires a detailed layout of the palace. He decides to have the mercenaries kidnap the royal architect to get such a layout.

Once again, enter the PCs.

A BEGINNING IS A DELICATE THING

The first adventure in a campaign is the time when the group forges its bonds and gains some cohesion. You decide to start dramatically. The PCs, you mandate, are all from an isolated county within the kingdom, but have come to a larger city to seek their fortunes. No sooner do they arrive when they hear tell that a large band of orcs and goblins has been spotted on the way toward the remote region where their homes and families lie.

If they take this initial hook, they go off to see if there's anything they can do to help, and eventually discover that the band wasn't, in fact, on their way to raid villages. Instead, they stopped at an ancient, mysterious fortress and attacked it. This is the fortress of the secret order guarding the Legacy, of course. The defenders have already slain many of the attackers by the time the PCs arrive, but there's still plenty of foes for the PCs to fight. Meanwhile, the PCs get the chance to meet with the order members and learn a little bit about what's going on.

Here's where you decide that managing information flow to the PCs is vital. The PCs learn that the order guards something really powerful called the Legacy, but no more details than that. The order members come across as a little crazy (being a cloistered community with a singular goal spanning many, many generations can do that), so the PCs probably won't know how much to trust them. If the PCs interrogate an orc or goblin prisoner they can discover that the orcs believe the Legacy to be a terrible, evil power that will destroy the world. Apparently, a shaman of theirs long ago had a vision of this, and they have been looking for it ever since. The vision, of course, came from Vibanak as a part of his attempts to get at the Legacy, but no one knows that.

All of this sets up doubts in the players' minds about what's really going on. No matter what happens, the PCs have no chance of getting at the Legacy at this point. The inner tower is too well protected for them to breach, even if they go off and purchase *knock* or *dispel magic* scrolls. To make things more complex, if the PCs gather information or conduct research into ancient history, they find all kinds of conflicting theories or ideas about what the Legacy is—none of them correct. Ideally, the PCs are intrigued but flummoxed. This is a good time to throw in some hints that there are demons involved, though—subtle foreshadowing will make the players all the more intrigued. In any event, the orcs ideally all lie in defeat and the order—severely diminished by both time and the recent attack—is safe. There's nothing more for them to do here, for now.

IN THE MEANTIME

Soon thereafter, you introduce the secondary plot. The royal architect disappears, and the PCs go after the reward for his safe return. They eventually rescue him, but while they deal with the abductors, the grateful architect assures them that there were many others long gone by the time they got there.

This is another important information management point. You want the PCs to get some glimmer of a larger plot, but not enough to allow them to draw it to a close yet. You've got a lot of campaign still ahead. The architect doesn't know who was ultimately behind his kidnappers, but he knows this—they forced him to reveal the layout for three different locations: the royal palace, the royal treasury, and the winter palace in the south. The PCs can turn this information over to the authorities, but at this point, the mercenaries appear to be simple thieves and so extra guards are put on duty at these three locations. (The abductors asked about the other locations on their own initiative, seizing the opportunity. Lord Crenshaw's plan only involves the royal palace. The other two serve as red herrings.)

PROGRESSION

Next, you lay out the course of things from here (probably around 2nd or 3rd level) to 8th or 9th level. You'll throw in some completely unrelated side adventures, because they're satisfying in that they have definitive conclusions and provide opportunities for variety. You don't need to plan these out ahead of time. They'll come in where you need them, and you can use aspects of your outlined plots to lead to them. Maybe a hook comes from a prisoner held by the orcs (or even the Order of the Legacy). Maybe something in the mercenary hideout where the architect was held gives a clue to a side adventure. It's easy to integrate otherwise unrelated hooks into the plot. You're not worried about that.

What's more difficult is to plan ahead of time how the PCs are going to get drawn back into either plot. You decide in your outline to use the Crenshaw plotline again. This time, however, it's the PCs who are on the defensive, as the mercenaries attempt to kill them since they might, at this point, know too much. Assuming the PCs survive the encounter, they gain some clues that reveal the money and direction behind the mercenaries is a noble, but still not enough to suggest exactly who.

After that, the PCs come upon references to the Legacy while doing something entirely unrelated, in an old book or while talking to a sage, or something of that nature. With these references come clues about a magical key, hidden away and guarded, that opens the tower. That might not be enough, all by itself, to get them to go back, however. So you create another hook. The queen has heard about the PCs' encounter with the Order of the Legacy, and a little about the Legacy itself, although it is still a mystery. She's also received word that it is about to fall into evil hands. The queen commands them (with promises

of payment) to find out what it is, and ensure its safety.

Now the PCs go off in search of the key, and retrieve it (an adventure in itself). They go to the fortress where the Legacy is, and find it deserted. More orcs have shown up (based on new visions sent by Vibanak) and killed the remainder of the order, but still could not get in the tower.

REVELATIONS

Finally, it's time to reveal what the Legacy actually is. The players are likely tired of wondering about it and on the verge of being fed up with not knowing. The PCs wade through the (much tougher and perhaps demon-assisted) orcs and get inside the sealed tower, eventually obtaining the Legacy, which has taken the form of a large book that can speak. The Legacy has vast powers, but no experiences, so it has no idea how to use them. The queen does indeed reward them, and appoints them in charge of keeping the Legacy safe. This connection with the queen is important for things that will happen with the secondary plotline.

With the Legacy in their possession, the PCs have incentive to establish a permanent residence, as it's not all that easy to carry around. This can lead to all kinds of interesting situations, depending on where they seek to live—building a residence, rebuilding a ruin they explore, taking an established keep by force, or just raising the money to purchase a home.

At about the same time, you allow the PCs to learn the identity of the sinister noble who's backing the mercenaries they've tussled with, either by following up on more clues, or having those clues thrust upon them (if needed). Now, it would seem, there are no more mysteries for them to wonder about. But there are plenty of other shoes yet to drop.

TYING THINGS TOGETHER

At this point, the PCs could go to the queen with their information, but all they know is that Lord Crenshaw is a bad guy—not really what he's up to. They'll either want to investigate Crenshaw or confront him directly. Either way, they learn that he seems to have disappeared. If they're really good, they'll discover one important thing—Lord Crenshaw has been dabbling in demonology.

Vibanak is now interested in working with Lord Crenshaw to get what they both want. After things have "cooled down" and everyone's mostly forgotten about Crenshaw, Vibanak uses his demonic powers to possess the queen, and then through her orders the PCs to bring the Legacy to the palace. Lord Crenshaw and his men sneak in through a new, hidden passage they've tunneled from the sewer using the plans given them by the royal architect.

THE BIG FINALE (OR TWO)

The mercenaries attack. They have orders to threaten but not kill the princess, so that Crenshaw can swoop in and save her life at the last moment. Meanwhile, in the ensuing chaos of the attack, demonic servants of Vibanak try to snatch away the Legacy. If possible, they force the PCs into a situation where they must choose between saving the queen (not knowing that she's possessed) and saving the Legacy. The plan is that the possessed queen will then immediately give her daughter's hand in marriage to Crenshaw—whether the princess wants to marry him or not (the rescue only exists to provide a plausible explanation for the queen's actions)—and soon thereafter end her own life.

But the PCs might discover the possession and try to put an end to it. They might see through Crenshaw's plan and stop him. Or both. And if the demons got the Legacy, then the PCs will have to go to the Abyss itself to rescue it—a fantastic climax to the campaign to say the least. Otherwise, you determine, the big fight in the palace will be the climax. Either way, you can rearrange things to make them truly memorable.

RAILROADING VS. ANTICIPATING

It may seem like the outline you've thought up railroads the players into doing what you want them to do. This, however, does not have to be the case. Mostly, the outline just plans for the moments when you reveal more information or throw out new plot hooks. They don't have to do anything—the outline you've created merely presupposes what they are likely to do (which means you have to create your outline with your specific players in mind, hopefully having some idea what they are likely to do and not do). Just as no plan survives contact with the enemy, no outline is ever going to remain unchanged once the campaign starts. That's why at this stage it's so vague. You may have to restructure things. Perhaps Vibanak has to send demonic agents to the PCs' home. Perhaps the Legacy itself takes the initiative and tells the PCs what it wants to do. Perhaps Lord Crenshaw has to use magic to charm the princess, or turn his attack on the palace into a literal coup and take power by force. If the PCs (or the players) throw you for a loop, you'll always have the time between sessions to readjust the outline.

And to further keep from railroading the players, there will be plenty of side adventures not mentioned in the outline that they can either undertake or choose to avoid. You need not plan these out well beforehand—introduce them as seems fitting, again using the time between sessions to plan, re-plan, and adjust. DUNGEON magazine is a great resource to have in this regard, as you can toss in DUNGEON adventures as needed, using only those whose hooks the PCs choose to take.

Making an outline like this is extremely helpful and allows you to foreshadow coming events of importance and give things direction. Even just possessing a rough outline will come through in your DMing. The players might not know where things are going, but they'll be able to tell that it's going somewhere and not just floundering randomly. The outline does not, however, allow you to sit back and relax throughout the campaign because your work is all done ahead of time. Even when everything is going according to plan, a good DM is continually plotting and scheming (like Lord Crenshaw). A good outline allows you to plot and scheme regarding the events of four or five playing sessions in advance, not scrambling for what to do in the very next session each week.

Next Time: Kick off your campaign with a handout to end all handouts.

Monte Cook is the author of the DUNGEON MASTER'S GUIDE. *Check out his publishing company, Malhavoc Press, at montecook.com.*

Summertime...
and the living's easy.

Actually no it's not. It's hot. *Too hot.*
It's better to stay inside with

GAME TRADE
MAGAZINE

Game Trade Magazine is the perfect source to help gamers properly equip themselves with the latest and hottest product for their adventuring needs. From popular games systems, adventures, and modular accessories, to a vast array of miniatures, dice, and hobby supplies, if you play it, dice it, or slay dragons with it, *Game Trade Magazine's* got it! Available at your finest local retail store.

Got Game? Get Game Trade Magazine!

www.gametrademagazine.com

SENESCHALS AND MAJORDOMOS

BY F. WESLEY SCHNEIDER,
BY KYLE HUNTER,

A king doesn't entertain every duke or baron who visits his palace, the master of a thieves' guild doesn't pick pockets on the streets, and the high priest doesn't cast *cure light wounds* on every scraped devotee who enters her temple. Powerful figures keep subordinates and servants for such things. Enter the power before the throne, the seneschal, lieutenant, or majordomo.

Below you'll find several subordinates, secretaries, and auxiliaries. While some exist merely as gatekeepers between PCs and those truly in power, others manipulate their masters or hold power beyond their station. Before adventurers possess the prestige to burst unannounced into the royal bedchamber, one of these deputies or advisors might serve as their only access to the elite.

THE PROFESSIONAL

Powerful organizations or individuals manage many different affairs and keep vast reams of paperwork. No one with any amount of power would stoop to performing such a menial task as organizing and filing endless lists and forms. Such is the domain of the clerk.

Although they shouldn't appear too often, an occasional interlude with one of these gatekeepers provides an entertaining roleplaying opportunity and adds some depth to a campaign. Adventuring parties entering or leaving a country or city could face numerous questions pertaining to their business, or they might need to obtain travel documents. In some places laws force adventurers to obtain a charter for their party or a license to carry their weapons. Even if legal hassles such as these don't exist in a campaign world, PCs will eventually need to deal with at least one clerk or personal assistant before they gain an audience with a guild leader, powerful cleric, or regional lord.

The statistics presented here represent any sort of simple assistant or professional paper-pusher. While such professionals fill the ranks of most governmental and business organizations, groups with specific skills (like thieves' guilds and temples) most likely rely on low-ranking members to fulfill their bookkeeping and public needs. The upper echelon of business or government often consists of skilled lieutenants and majordomos that carry out the important business of their organization and possibly even speak in their master's stead.

CLERK, SECRETARY, OR SENESCHAL **CR 1**
Human commoner 2
N Medium humanoid
Init +0; **Senses** Spot +2, Listen +1
Language Common

AC 10, touch 10, flat-footed 14; Dodge
hp 3 (2 HD)
Fort –1, **Ref** +0, **Will** +1

Spd 30 ft.
Melee dagger +0 (1d4–1/19–20)
Base Atk +1; **Grp** +0

Abilities Str 9, Dex 10, Con 8, Int 11, Wis 12, Cha 13
Feats Run, Skill Focus (Profession [clerk])
Skills Profession (clerk) +8, Sense Motive +3, Spot +2

Possessions dagger, inkpot and pens, parchment, scroll case

THE NOBLE

The honorable Vidal de Cerna, second cousin to a lesser baron of one of the realm's farther-flung holdings, bears the esteemed distinction of being thirty-first in the line of succession. As he waits (and secretly prays) for the series of catastrophes necessary to leave him ruler of the land, Vidal fills his days as head court clerk and seneschal of all royal arrangements. Cutting a superior figure with his pointed nose and goateed chin and flaunting the finest of seasonal fashions, Vidal ensures that only those worth the imperial family's royal time receive appointments in his gem-studded ledger. Used to the requests and demands of an endless line of ambassadors, archbishops, and advisors, all who seek royal audience must first prove their worthiness to Vidal. Street urchins, solicitors, adventurers, and other riff-raff need not apply. Vidal is loyal to his liege for the time being, but he constantly seeks support for his inevitable future rule.

Vidal de Cerna **CR 4**

Male human aristocrat 3/sorcerer 2
N Medium humanoid
Init +1; **Senses** Spot +3, Listen +3
Language Common

AC 11, touch 11, flat-footed 10
hp 22 (5 HD)
Fort +1, **Ref** +2, **Will** +7

Spd 30 ft.
Melee mwk dagger +3 (1d4–1/19–20)
Ranged mwk dagger +5 (1d4–1/19–20)
Base Atk +3; **Grp** +2
Sorcerer Spells Known (CL 2nd, +4 ranged touch)
1st (5/day)—*charm person* (DC 16), *sleep* (DC 16)
0 (6/day)—*daze* (DC 15), *detect magic*, *mage hand*, *prestidigitation*, *ray of frost*

Abilities Str 9, Dex 12, Con 11, Int 12, Wis 16, Cha 18
Special Qualities Summon familiar
Feats Negotiator, Skill Focus (Diplomacy), Spell Focus (Enchantment)
Skills Appraise +3, Bluff +9, Diplomacy +18, Forgery +3, Gather Information +11, Knowledge (arcana) +3, Knowledge (local) +3, Knowledge (nobility and royalty) +5, Sense Motive +8, Spellcraft +3
Possessions masterwork dagger, *cloak of Charisma* +2

THE MANIPULATOR

Known in a dozen cities by a dozen names, the woman who currently calls herself Siobhan is an expert at getting what she wants. A red-headed beauty with a body fit to inspire poetry, she uses both her silken tongue and physical charms to steal her way into the hearts of the land's wealthy and powerful. Although most see Siobhan as nothing more then a well-kept courtesan, this is only half the truth. In fact, her cunning words and devious mind frequently influence and often significantly enhance her companion's fortune. As such, the financial and political prosperity (or sometimes ruin) of many of the realm's elite stems directly from her subtle persuasion. However, each lover serves as merely a stepping-stone to this Machiavellian vixen, elevating her to opportunities and paramours of even greater power.

Siobhan **CR 11**

Female half-elf bard 7/shadowdancer 4
N Medium humanoid
Init +3; **Senses** darkvision 60 ft.; low-light vision; Spot +9, Listen +3
Language Common, Elven, Sylvan

AC 20, touch 15, flat-footed 17; Dodge, Mobility, uncanny dodge
hp 45 (11 HD)
Fort +3, **Ref** +12, **Will** +8; evasion

Spd 30 ft.
Melee +1 *short sword* +9/+4 (1d6+1/19–20)
Base Atk +8; **Grp** +8
Special Attacks *fascinate*, *suggestion*, *summon shadow*
Bard Spells Known (CL 7th)
3rd (1/day)—*glibness*, *scrying* (DC 16)
2nd (3/day)—*detect thoughts* (DC 15), *glitterdust* (DC 15), *invisibility*, *suggestion* (DC 15)
1st (4/day)—*charm person* (DC 14), *cure light wounds*, *comprehend languages*, *unseen servant*
0 (3/day)—*daze* (DC 13), *detect magic*, *mage hand*, *prestidigitation*, *read magic*, *resistance*
Spell-Like Abilities (CL 4th) 1/day—*silent image* (DC 14)

Abilities Str 11, Dex 16, Con 10, Int 13, Wis 14, Cha 17
Special Qualities bardic music, bardic knowledge, countersong, half-elf traits, hide in plain sight, inspire courage +1, shadow jump 20 ft.
Feats Combat Reflexes, Dodge, Deceitful, Mobility
Skills Appraise +6, Balance +8, Bluff +12, Diplomacy +20, Disguise +8, Escape Artist +7, Forgery +3, Gather Information +5, Move Silently +17, Hide +17, Jump +8, Listen +3, Search +3, Perform (dance) +13, Perform (oratory) +9, Perform (sing) +10, Perform (wind instruments) +9, Spot +9, Sleight of Hand +6, Tumble +10
Possessions +1 *mithral glamered chain shirt*, +1 *short sword*, *ring of protection* +2, *circlet of persuasion*, masterwork flute, jewelry worth 88 gp, silver mirror worth 1,000 gp (focus for *scrying*)

THE PARAGON

A cunning schemer and master manipulator in his own right, the mind flayer El'Viddenvelp offers his service to powerful creatures throughout the Underdark and beyond. Often taking the name Methil among non-illithids, he possesses a curiously immaculate reputation, serving with almost slavish devotion. Innately skilled at revealing treachery and mercilessly quashing plots against his master, El'Viddenvelp swiftly earns the trust and respect of even the most paranoid patron, and is treated extremely well in return. Having served a host of masters, from calculating drow matrons to coarse human crime lords, his advice and arrangements always improve his master's affairs. However, whether through happenstance or design, all of the illithid's previous employers have met with tragic fates, ever leaving El'Viddenvelp to seek new patrons and unsampled luxuries.

El-Viddenvelp: 109 hp, *Monster Manual* 187.

Possessions chain shirt, +1 *morningstar*, *headband of intellect* +4, *ring of force shield*.

BEAKER OF ENDLESS POTIONS

BY MATTHEW GOODALL,
BY KYLE HUNTER,

Potions are among the most common magical items. PCs often try to identify potions by experimentation, usually by smelling or tasting it. Here are some tables to help you generate a random potion description on the fly.

Having potions with a consistent appearance rewards PCs who pay attention to detail. Even if the same type of potion has two or more different forms, there can still be a consistent reason behind it. There may be several different recipes for that particular potion. PCs might even be able to deduce the person or organization who created the potion. For instance, all potions of healing created by priests of Pelor could look, smell, and taste the same.

Choose freely from all the lists below to suit both the location where the PCs found the potion and the style of your campaign. Giving each potion a good description adds verisimilitude to your world. Players will remember the potion long after its effects have worn off.

Table 1: Appearance

d%	Appearance
01–80	Inert
81–84	Smoking or steaming
85–89	Fizzing
90–93	Bubbling
94–97	Luminous
98–00	Glowing*

* Gives off the same amount of light as a candle.

Table 2: Clarity

d%	Clarity
01–32	Transparent (clear)
33–65	Translucent (dull, misty)
66–00	Opaque (cloudy, creamy)

Table 3: Mixture Variation

d%	Variation
01–75	No variation
76–79	Oily
80–83	Swirly
84–86	Encrusted
87–90	Layered
91–94	Particles
95–97	Sediment, grit, or dregs
98–00	Solids

Oily: There is either an oily layer on top of the potion or the whole potion has an oily consistency.

Swirly: The potion is made up of two or more different colored fluids that don't fully combine with each other, giving the potion a mixed look.

Encrusted: A solid or semi-solid layer tops the potion.

Layered: The potion separates into layers of different colors and/or consistencies. The potion might need to be shaken before being consumed.

Particles: Dust, flecks, or specks are suspended in the potion or rest on top of it. These particles may sparkle or catch the light.

Sediment, grit or dregs: Semi-solid or solid matter clusters at the bottom of the potion.

Solids: Objects float in the potion. Possible examples include pieces of bone, hair, feathers, a worm, or even an eye. Consider the material components of the spell placed in the potion. For instance, a *potion of spider climb* might have a dead spider at the bottom.

Table 4: Consistency

d%	Consistency
01–71	Thin, watery, runny
72–91	Thick, viscous, syrupy
92–00	Very thick, glutinous, gooey, gel-like

Table 5: Color

d%	Color
01–02	Colorless
03–04	Pink
05	Rosy
06–07	Red
08	Burgundy
09	Crimson
10	Scarlet
11–12	Maroon
13–14	Puce
15–16	Ruby
17	Vermilion
18–20	Orange
21	Salmon
22	Apricot
23–24	Yellow
25	Saffron
26–27	Golden
28–29	Chartreuse
30	Lime green
31–32	Green
33	Olive
34	Emerald
35–36	Aquamarine
37–38	Azure
39–40	Viridian
41	Turquoise
42	Cyan
43–45	Blue
46–47	Dark blue
48–49	Cobalt blue
50–51	Navy blue
52–53	Purple
54	Lavender
55–56	Violet
57–58	Magenta
59–60	Indigo
61	Amethyst
62–63	Lilac
64–65	Mauve
66	Plum
67–68	Black
69	Dark
70–71	Gray
72	Charcoal
73–75	White
76	Pearl
77–78	Silver
79–80	Ivory
81	Tan
82–83	Amber
84	Tawny
85–86	Ochre
87–89	Brown
90	Auburn
91	Copper
92	Cinnamon
93	Ginger
94	Hazel
95–96	Russet
97	Sepia
98–99	Bronze
100	Dark brown

SAMPLING POTIONS

Determine the smell and taste of the potion at the same time, remembering that with magic it is possible for something to taste and smell very different.

Table 6a: Strength of Smell

d%	Strength
01–15	Odorless
16–35	Mild
36–75	Moderate
76–95	Strong or pungent
96–00	Overpowering

Table 6b: Type of Smell

d%	Type
01–03	Sweet
06–09	Minty
10–12	Fishy
13–15	Flowery
16–18	Briny
19–21	Perfumed
22–24	Citrus
25–28	Musky
29–32	Spicy
33–35	Savory
36–39	Acrid
40–45	Sulfuric
46–53	Antiseptic
54–61	Foul
61–67	Fetid
68–72	Musty
73–75	Rotten
76–78	Dank
79–81	Moldy
82–84	Miasmic
85–87	Burnt
88–90	Metallic
91–94	Stale
95–97	Septic
98–00	Mephitic

Table 7a: Type of Taste

d%	Strength
01–23	Sweet, sugary, or luscious
24–46	Sour, acerbic, or biting
47–70	Salty, tangy, or briny
71–94	Bitter, tart, or sharp
95–00	Similar to smell

Table 7b: Strength of Taste

d%	Strength
01–50	Same as smell
51–60	Tasteless
61–75	Mild
76–85	Moderate
86–95	Strong
96–00	Overpowering

Optional Rule: Drinking a potion with an overpowering taste may require a Fortitude save (DC 10 + the spell level of the potion's effect) to prevent the drinker from becoming nauseated for 1 minute after consuming it.

GUIDES

BY RUSSELL BROWN,
BY KYLE HUNTER,

Your party seeks adventure in remote, poorly explored wilderness or distant lands with alien cultures, and surviving the journey requires more than just a map. Providing your players with a guide helps ensure that they end up where you want them and gives you a voice to prepare them for the adventure ahead.

Guides also provide an opportunity to introduce your PCs to interesting and possibly recurring NPCs. Whether the guide is a hardened elven explorer, a young kuo-toa that speaks only a little common, or a reclusive gnome cleric directing the party with *helping hand* spells, giving a guide personality and goals of her own can add a lot to your adventure.

TYPES OF GUIDES

A guide is an NPC who can lead the PCs to their destination or provide knowledge that helps them survive along the way. The behavior and abilities of different guides vary greatly, but they can be classified based on how they've gained their knowledge of the area.

Explorer: The explorer has been there before. He knows the paths, has faced the perils along the way, and may have some useful notes in a journal. Explorers are often treasure hunters, sifting through old ruins to find valuables or lost magic items for themselves or their employers. Though they are valuable to the PCs because they know the way, explorers are only interested in specific discoveries; they typically care little about any flora, fauna, or NPCs

encountered along the way unless they are a threat or a source of supplies.

Scholar: The scholar knows the ancient legends, has read the explorer's journals, and can translate inscriptions. He may never have been to the destination, but he has the resources to find the way, perhaps after a few misinterpretations and wrong turns. Scholars may want to pause along the journey to examine new types of plants, animals, or unusual terrain. Often, they carry a cumbersome collection of books and scrolls with them and have no experience traveling and surviving in the wilderness.

Native: The native has lived in or near the party's destination and is perhaps the most valuable of guides. She knows the local paths and how to avoid common dangers. She understands local languages, including idioms and the meanings of local folktales. She can train the PCs in the local culture and act as an ambassador. Local guides can be difficult to find and even more difficult to communicate with. If forced into a choice of loyalties, they are likely to choose their own people over the PCs.

Monster: The only creatures familiar with the paths through the cavern maze may be a tribe of troglodytes, and the location of the hidden glade may be known only to an ancient treant. A desperate young locathah may emerge from the waves to ask for help rescuing his relatives from a remote island fortress. A wounded young copper dragon may lead the PCs deep into a hillside cavern to reclaim his maze-like lair and treasure hoard from an evil ogre mage.

WHY GUIDES GUIDE

Showing a party the way to their next adventure is a dangerous task, so a guide always has a reason for helping.

Protection: A guide may lead the PCs to their destination simply because he wants to get there too and doesn't want to go alone. The guide could be a chef looking for a rare ingredient for his lord's Growfest meal, or a bard who secretly holds a treasure map of the area. An NPC may offer himself as a guide because he's in trouble with a powerful guild, and he thinks the PCs can deter their attacks.

Help: When someone seeks out the party and begs for help eliminating some terrible evil, that NPC may also act as a guide back to the adventure location. A young lady who accompanied her love to the dark keep but lost sight of him during a battle may seek the party's aid in rescuing him. A desperate dryad may risk using her *tree stride* to travel into town to seek help driving off a sorcerer who is destroying her woods.

Money: With no other motivation, many guides work for payment. The typical cost of a guide is 3 sp per day. Some guides demand half of the total estimated fee in advance and half when the party reaches their destination. Others just accept their daily pay. Guides for hire may be found at inns and roadhouses, and sometimes at roadside temples. They are not the most trustworthy guides and are likely to demand more money or slip away to safety if they encounter unexpected danger.

Nothing: Occasionally someone may guide the party with no expectation of receiving anything in return. This may be a grateful resident of a town the PCs saved from destruction, or a mermaid they rescued and returned safely to the ocean. This type of guide serves out of gratitude and respect, so the PCs must be careful to remain deserving of those affections.

Deception: Some guides should not be trusted. They offer to show the PCs the way to their destination, but instead lead them into an ambush or to their master's lair. NPCs that offer or beg for help and then lead the PCs into trouble can make your campaign more interesting, but using them too often may leave your players discouraged and distrustful of all NPCs.

Freedom: NPCs and monsters can also be unwilling guides, serving the PCs because of threats or blackmail. A pretty street urchin caught in the act of stealing may act as a guide in the city if the PCs don't turn her over to the watch, or the party may promise a subdued goblin his freedom if he leads them safely around the goblin army.

Enchantment: If no better option is available, the PCs may obtain a guide by using spells such as *charm person*, or *charm monster*. Such guides might prove unreliable, but for short journeys they can be useful. The PCs may charm a guard to guide them through the castle, or cast *charm monster* on a harpy and have her fly overhead and show them the way across a dangerous swamp.

GUIDES ARE NOT LEADERS

You don't want your party turning to the guide to make all of their decisions. Because a guide knows more about an area and its inhabitants, the PCs may ask him to suggest where they should camp, how many guards they should set, or how best to deal with obstacles along the way. The risk of a guide who knows too much is that the PCs end up feeling like they're just along for the ride.

Before you introduce a guide, decide exactly what he knows and doesn't know. Is he sure of the entire route, or is he still trying to solve one of the riddles in the ancient poem? If he took this trail before, how did he get past the harpy-filled tower in the mountain pass and what did he see there? If he's a local resident, why is he off wandering the world? Is he still accepted in his own community?

Another way to prevent guides from stealing the show is to limit their contact with the party. A satyr guide might disappear before dusk and reappear at dawn to get the party started in the right direction. A weathered old scholar might stay at home and guide the party using messages delivered by trained hawks. A lizardfolk guide might speak no Common, reducing communication to pointing and grunting.

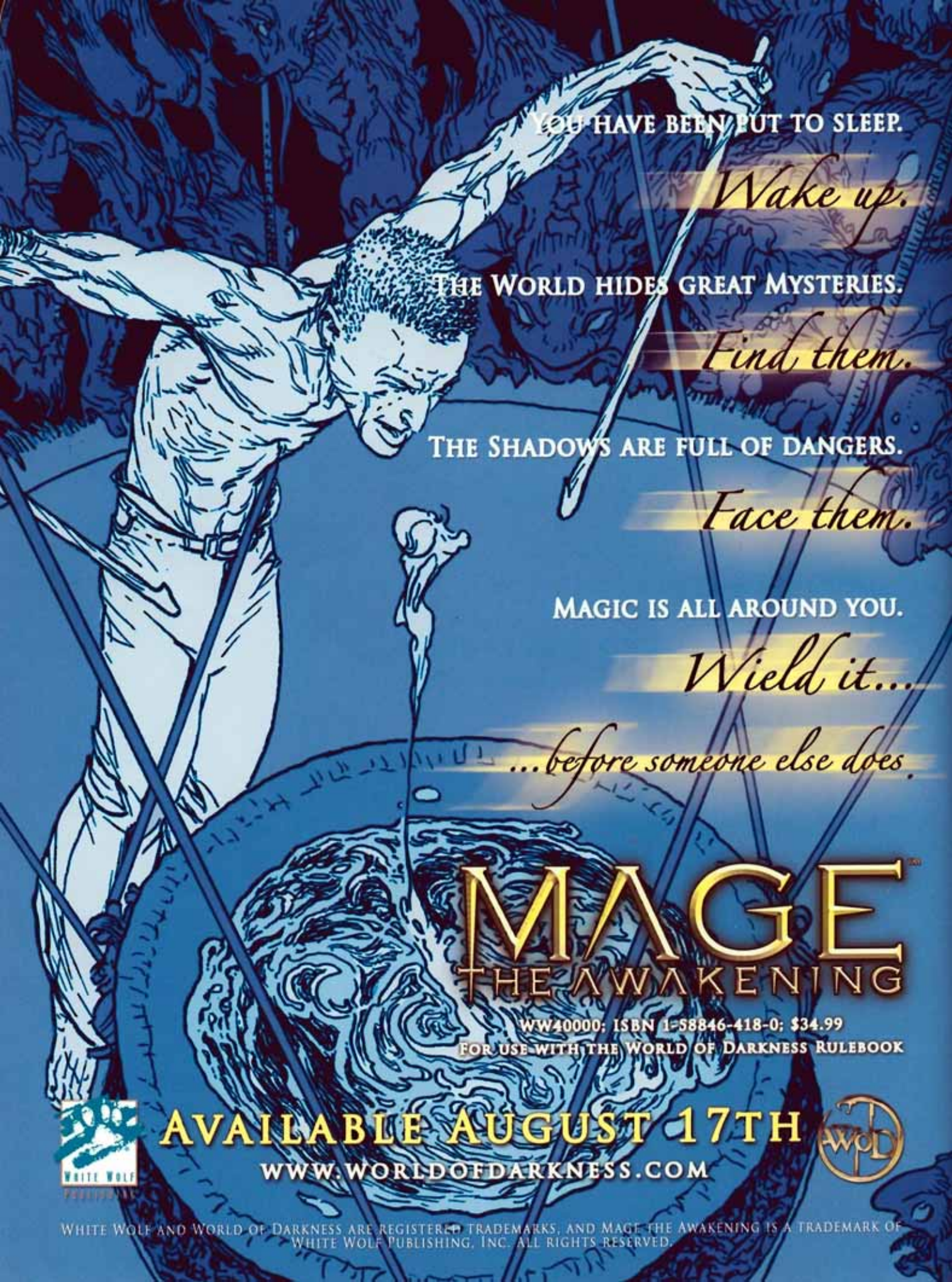
Understanding the motivations and abilities of your guide also helps. A scholar's military advice is likely to be bad. A foolhardy explorer may give advice that gets the party to their destination quickly, but with no thought to safety. And a monster helping under duress may not be the most trustworthy source of tactical advice.

III
FOOL'S ERRAND
After creeping through a series of cramped, booby-trapped tunnels, we're only a couple hundred yards from the surface. I try to be a good leader and formulate a plan. No one ever wants a plan. It's always "split skulls, or die trying." I've got to find less suicidal friends."
LOOPS
TAGGIT
DOWNER
THE GITHYANKI
IZANK
I HAVE NEVER FACED HUMANS. ARE ZEY PARTICULARLY DANGEROUS?
I HEARD ZEY CODDLE ZE YOUNG AND INFIRM. RIDICULOUS.
THEY'RE INCONSISTENT AS HELL, IF ANYTHING. HOW CAN YOU SUM UP A WHOLE DAMN RACE? THEY'RE JUST LIKE US.
"THEY'RE JUST LIKE US"? SUPER. COFFEE AND DONUTS IT IS.
I'M JUST SAYING--WE'RE A BIG PACK OF SCARY MONSTERS. THIS IS A REMOTE EXIT, BUT WATCH YER BACK.
HAVE FUN KILLING HUMANS
UH, GUYS. I'M HUMAN.
YOU AIN'T HUMAN ANYMORE, KID, YOU'RE DEAD.
RIGHT. UP WE GO. CHEERS TO THE NEEDLEMAN FOR LENDING ME THE GOGGLES.
GIVEN WHAT YOU SAID, DOWNER, MAYBE LOOPS AND I SHOULD SCOUT AHEAD SO WE DON'T FREAK OUT ANY LOCALS.
ALL RIGHT, WE'LL SIGNAL TO YOU AFTER WE LOOK AROUND A BIT. LOOPS CAN STAY INVISIBLE.

Story and art by Kyle Stanley Hunter. Lettering by Sean Glenn. Downer & ©2005 Kyle Stanley Hunter. A Super Unicorn production. www.superunicorn.com

AN HOUR PASSES...
WELL, I HAVEN'T HEARD ANY BLOODY SIGNAL.
SKKKIITCH
HEY!
OW!
SZZIP
WOW.
THIP
TUNK
THUNK
TO BE CONTINUED

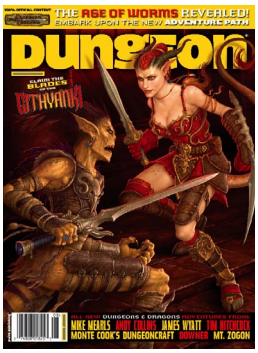
Plays GREAT. LESS filling.
Ωmni
SYSTEM
ATLANTIS
THE SECOND AGE
Morrigan Press Inc.
www.morriganrpg.com


YOU HAVE BEEN PUT TO SLEEP.
Wake up.
THE WORLD HIDES GREAT MYSTERIES.
Find them.
THE SHADOWS ARE FULL OF DANGERS.
Face them.
MAGIC IS ALL AROUND YOU.
Wield it...
...before someone else does.
MAGE
THE AWAKENING
WW40000; ISBN 1-58846-418-0; $34.99
FOR USE WITH THE WORLD OF DARKNESS RULEBOOK
AVAILABLE AUGUST 17TH
WWW.WORLDOFDARKNESS.COM
WHITE WOLF
WoD
WHITE WOLF AND WORLD OF DARKNESS ARE REGISTERED TRADEMARKS, AND MAGE THE AWAKENING IS A TRADEMARK OF WHITE WOLF PUBLISHING, INC. ALL RIGHTS RESERVED.

DUNGEON #125

MAP & HANDOUT SUPPLEMENT

PRODUCED BY PAIZO PUBLISHING, LLC.
WWW.PAIZO.COM


THE AGE OF WORMS REVERILED!
EMBARK UPON THE NEW ADVENTURE PATH
DUNGEON
CLAIM THE BLADES
CATHAYNA
MIKE MEARLS JOE CRAVEN JAMES WYATT TIM HITCHCOCK
MONTE COOK'S DUNGEONCRAFT MAPPER MT. ZOGON

Joachim Barrum

THE THREE FACES OF EVIL

By Mike Mearls

Clues discovered in Diamond Lake lead to the Dark Cathedral, a forlorn chamber hidden below a local mine. There the PCs battle the machinations of the Ebon Triad, a cult dedicated to three vile gods. What does the Ebon Triad know about the Age of Worms, and why are they so desperate to get it started? An Age of Worms Adventure Path scenario for 3rd-level characters.

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

Eva Widermann

Theldrick

Eva Widermann

Ragnolin Dourstone

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

The Faceless One

Steve Prescott

Grallak Kur

Eva Widermann

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

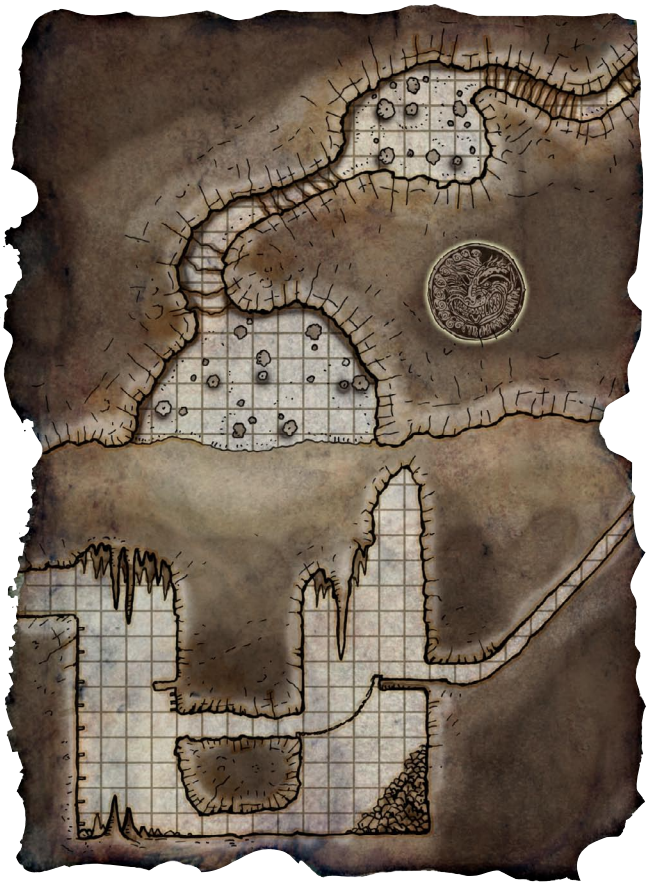
Steve Prescott

Robert Lazzaretti

Robert Lazzaretti

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

Robert Lazzaretti



Robert Lazzaretti

Robert Lazzaretti

Robert Lazzaretti

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

Robert Lazzaretti

Robert Lazzaretti

Robert Lazzaretti

Robert Lazzaretti

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

Robert Lazzaretti

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

Robert Lazzaretti

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

The Age of Worms

The secrets of this page are most holy. Know ye heretics who invade them that the eye of Vecna is upon you. If you read this, Theldrick, you have either slain me and doomed our cause, or the time is nigh for our final victory.

At last the riddle of this place is solved. In ages past, a great being known as Kyuss rose above the petty warlords who fought and struggled for material gain. Mighty Kyuss is the herald of the Overgod. Soon, he will sound the clarion call to the faithful. The three sundered faiths shall be made whole.

The undead our agents spotted must be located and captured. If they bear the worms of Kyuss then they perhaps hold the final answer to our research. The Ebon Aspect stirs within the pool, but it is still not ready to emerge. Perhaps a traumatic event – an invasion by heretics, a great battle fought within these halls – could awaken it. But even then it will attain only a minor form. The Way of the Ebon Triad speaks of the danger of awakening the aspect too soon. Our work will be for naught.

We must find the worms and the undead hosts that carry them. If they are not here, then we must send agents to the Rift. If Kyuss himself, or his agents, cannot shepherd in the Age of Worms, then we shall do it ourselves so that the Overgod may live.

Our course is clear, my dear Theldrick. Smenk is longer useful to us and must die. Kill him, then send agents to the Mistmarsh, across the southern hills. I believe that we will find what we are looking for there, among the lizardfolk. Summon more of your warriors. If the calculations and portents are correct, the time for covert action is at an end. As the Age of Worms begins, we must strike hard and fast to prepare the coming of the Overgod.

Of course, dear Theldrick, if you were so rash as to slay my followers and I, then you, soon, shall join me in the afterlife. Doubtless your treachery has already stirred the Overgod. Our mission has failed, and you will die at his hands.

Excerpts from Theldrick's Journal

Praise Be to the Scourge of Battle,

The Faceless One grows increasingly concerned. That addled beast Grallak Kur has yet to provide new insights into the Overgod's nature. The crude missives he sends speak of the worms, of a slumbering power that must be awoken, but nothing more. I wish he would go back to the black pit that spawned him if he has nothing more to offer.

The Faceless One tells me this ties into an ancient figure, a being of great power. Of course, he tells me little else. He enjoys keeping his secrets, but he forgets that they flourish only behind the protection of Hextor. His latest taunt is a scroll that he tells me contains all the answers I seek. Of course, the fool wrote it in a cipher. Were it not for the dictates of the Ebon Triad, I would lead my troops into their damnable labyrinth and kill every last bird and wizard within it.

Grallak is the key. Thank the Scourge that he trusts me and not the Faceless One. Otherwise, I doubt the Faceless One would bother imparting anything to us. We cannot trust these mages. When the Overgod arises, I think it will be time to settle some old scores.

Under the Herald's Watchful Eye We Conquer,

Grallak Kur has finally yielded a useful clue. I personally delivered it to the labyrinth, and the Faceless one giggled like a blood addled berserker when he saw the message. Grallak spoke of the worms again, of course. He says that even now they stir and writhe. The world is like an apple infested with them. All seems well for now, but soon they burst through the skin and swarm across the land. Still, part of this vision troubles me. Grallak spoke of a great power behind them, but the Ebon Triad teaches that these worms will awaken the Overgod. Is there some other power at hand here that we cannot see? Is it friend or foe?

The Faceless One knows more, but he of course has little to say. Perhaps Grallak has invented everything. His monstrous kin are few in number and battered after their pilgrimage through the Underdark. If he is an imposter or trickster, we may need to root him out of this place. In that case, our agents must make another supply run. Six coils of rope, and perhaps bows and more arrows, should do the trick. With the petitioners leading the way we can uncover any ambushes they have within the cliffs.

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

Ramón Pérez

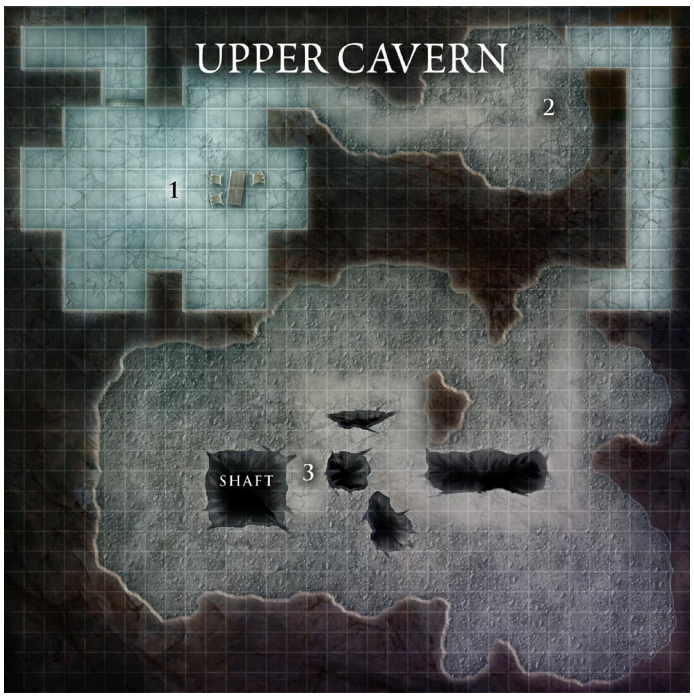
PIT OF THE FIRE LORD

By Andy Collins and James Wyatt

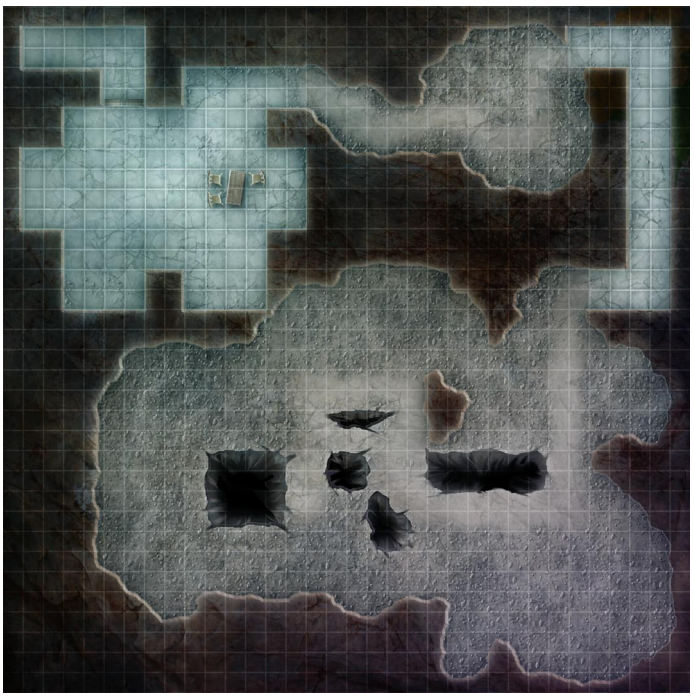
A madman hidden deep below Sharn plans to tear open a portal to the Sea of Fire. Can a band of heroes reach him in time to save the city from conflagration? "Pit of the Fire Lord" is part three of the three-part Shards of Eberron Campaign Arc. An Eberron adventure for 8th-level characters.

Honored Sir,
The payment has arrived in good order. The subject of your inquiry can be found at 152 Torchbearer Street.
Thank you for your patronage.
Arthan Gosed

Please destroy this note upon receipt



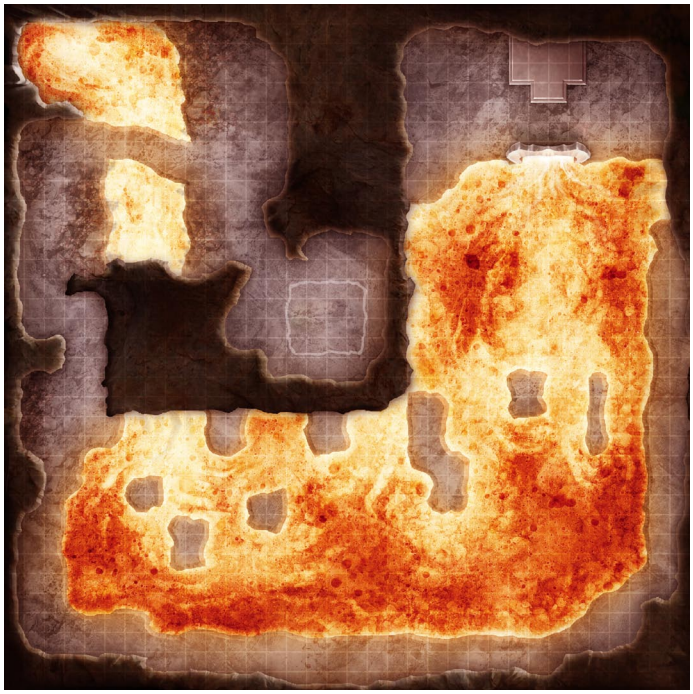
Jason Engle



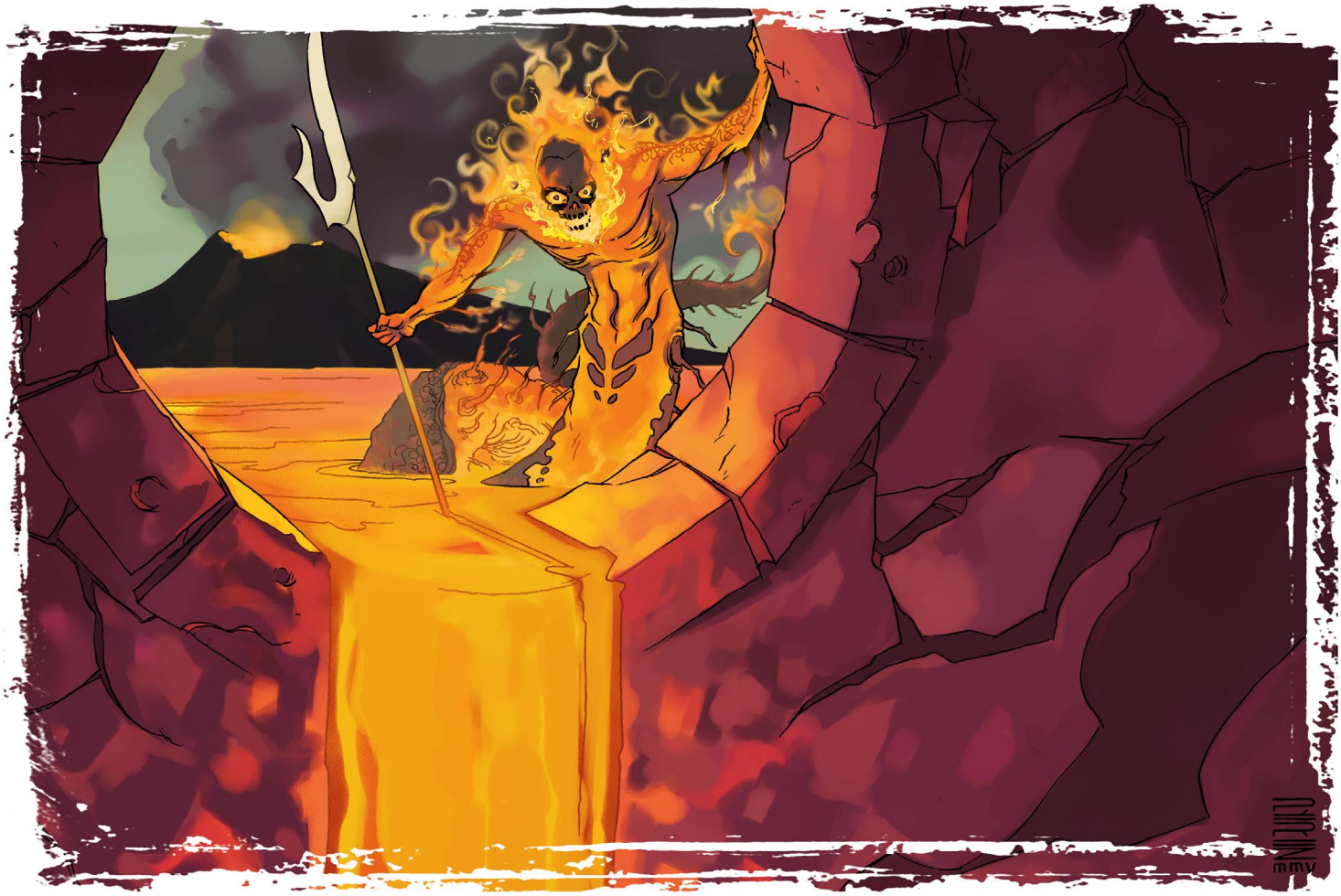
Jason Engle

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

Jason Engle



Jason Engle



Ramón Pérez

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

Lamishal

Ramón Pérez

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

Eric Deschamps

SEEKERS OF THE SILVER FORGE

by Tim Hitchcock

Strange catches have long plagued fishermen's nets—but none so strange as rotting fish that twitch and gasp for days after they are taken from the water, or a gilled githyanki's severed head found in a shark's belly. Do these briny omens lend credence to rumors of a sunken githyanki city caught in a necromantic civil war? Find out in this D&D adventure for 15th-level characters.

Jharuh's Medallion

Eric Deschamps

Jharuh

Eric Deschamps

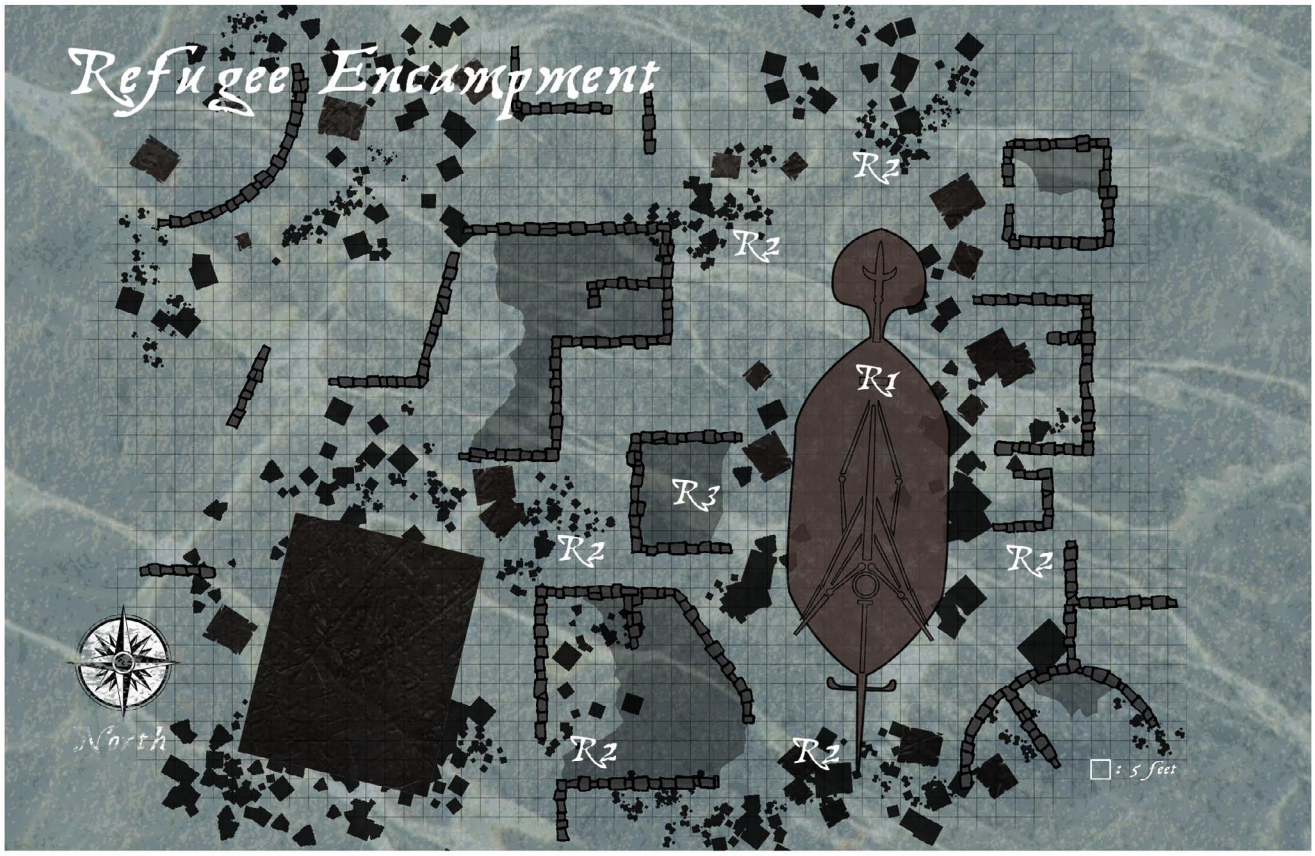
Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

Kyle Hunter

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

Kyle Hunter

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.



Kyle Hunter

Kyle Hunter

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

Eric Deschamps

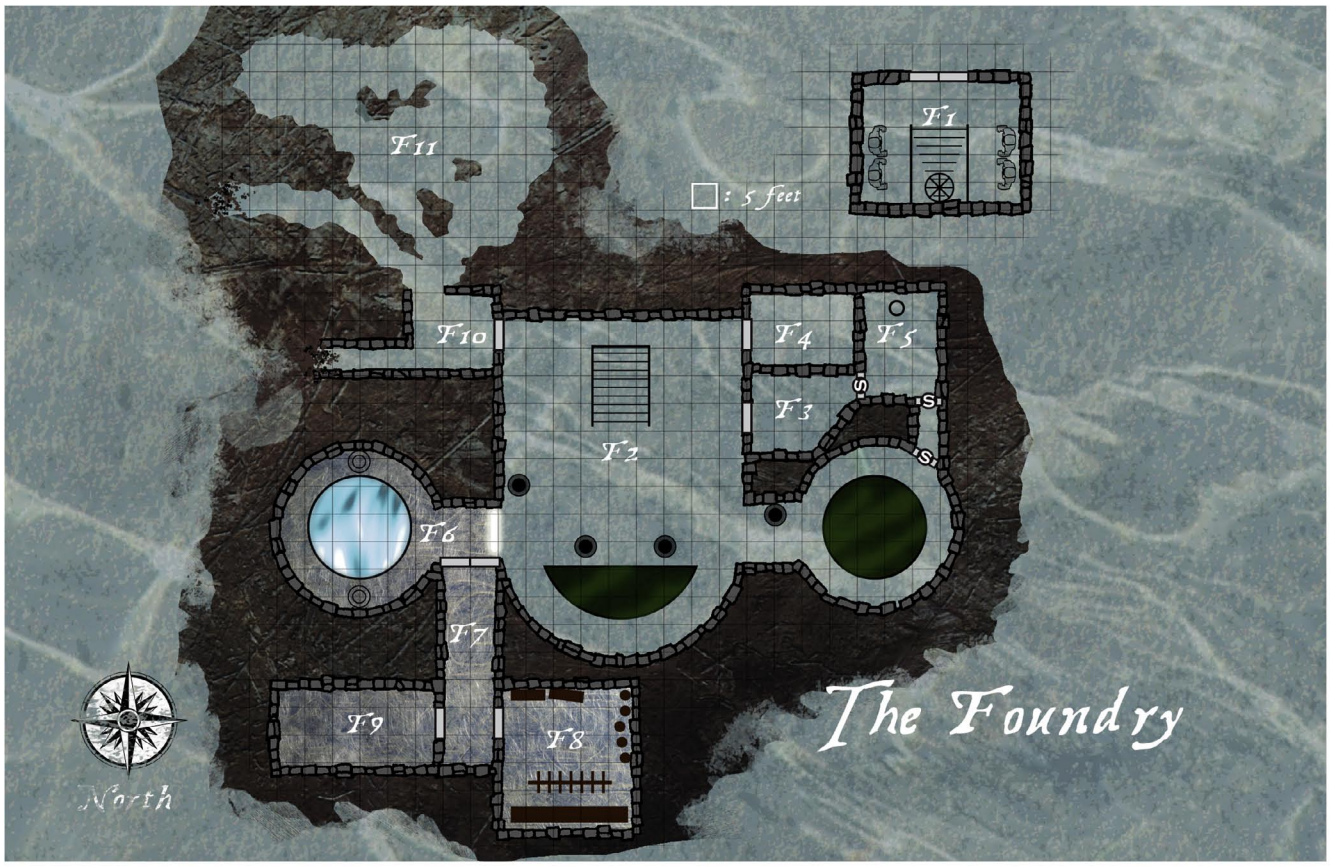
Rha-Zhul

Eric Deschamps

Control Panel

Eric Deschamps

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.



Kyle Hunter

Kyle Hunter

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

Eric Deschamps

Dungeon #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.